

# Curriculum Summary Document

## Year 7 – Computing

Module/Unit of Learning	Taught During	What will students learn?	How does this help to build a broad and strong foundation?	Links to other Subjects
Using Technology	Sept – Dec	<p>Students develop core digital literacy skills by learning secure logins, file organisation, and responsible use of online platforms.</p> <p>They produce well-formatted documents, professional emails, collaborative presentations, and basic spreadsheets. They also gain early understanding of AI and e-safety.</p>	<p>This unit provides a strong foundation in Digital Literacy and Information Technology by ensuring students can organise files, communicate safely, and create clear digital work.</p> <p>These skills underpin later programming and theory units.</p>	
Programming	Jan – Mar	<p>Students are introduced to programming using Scratch and Python.</p> <p>They learn sequencing, iteration, and selection; design animations and games; create interactive Python programs; and develop Turtle Graphics designs.</p>	<p>This unit builds key Computer Science foundations, developing logical reasoning and structured thinking and preparing students for more advanced algorithms and GCSE programming.</p>	<p>Maths</p> <p>Science</p> <p>Art &amp; Design</p> <p>PSHE</p>
Computer Science Theory	Apr – July	<p>Students explore how computers work, including hardware components, binary, networks, encryption, and cybersecurity.</p> <p>They learn key terminology, practise binary conversion, and study how data travels across networks.</p>	<p>This unit secures essential Computer Science knowledge such as hardware, networks, binary and security, forming the conceptual basis needed for GCSE-level study.</p>	