



Subject: Computing

Year Group: 7

Curriculum Intent:

Develop learner's knowledge, skills and understanding through key computational concepts and experience. To ensure that all learners have sufficient knowledge to stay safe online and use computers safely in their lives. Develop resilient learners who are able to recover from mistakes and effectively solve problems. To give learners the opportunity to develop their capability, creativity and knowledge in computing and information technology.

College Values:

Within Computing we have high expectations that students display stewardship towards all resources provided. We develop students skills and capability to work collaboratively and show love and respect for one another.

Knowledge and Skills:

In year 7 students will develop their Computing knowledge and skills through a number of units. These include:

The History of Computing - In this unit we develop students skills in how to use google software as well as developing knowledge about key figures during the rise of technology. E-safety is also discussed and highlighted throughout this unit, where students are asked to assess the risks the internet can bring.

Designing a Game - In this unit students develop their programming knowledge and skills through Scratch, and create their own animated game others can play.

Problem Solving - In this unit students will develop their understanding of algorithms and how to create and use a flowchart including using subroutines.

Building a computer - In this unit students develop their knowledge on hardware and software, and learn how all of the components of a computer work together.

Python Turtle - In this unit students will develop their programming knowledge and skills using python turtle. Students will learn about sequencing, selection and how to create loops.

Assessment:

Students will be assessed during lessons both verbally and with the work they complete. More formal assessments will take place in the form of end of topic and term assessments.



Christ's College Guildford

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Homework:

All Homework will be set via Google Classroom and Show My Homework.

Cultural Capital:

From the beginning we focus on ensuring our students are aware of the ethical, moral and legal issues relating to computer systems, business and digital design. As well as being regularly reminded of the personal safety issues whilst using the internet and all types of technology.

A solid understanding of how technology affects the real world is vital for students to be able to succeed once they leave us.