



## Computer Science, IT, Business and Digital Media Department

### Long-term sequencing Year 7 KS3 IT

**WHAT WE AIM TO DO:** To develop student awareness of the impact of IT on wider society (both good and bad); to understand how technology relates to cultural and spiritual learning; to develop knowledge gained in KS2 Computing lessons; to further develop and extend key computing numeracy topics; to develop problem solving and design skills; to learn and use basic logical and procedural computer languages and use them to develop simple systems; to use and develop mastery of common applications; and to take part in well-planned and sequenced lessons to support all learners' progress to meet the KS3 National Curriculum.

<p><b>HALF TERM 1: E-SAFETY</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>• Introduction to E-Safety</li> <li>• Hacking</li> <li>• Online Scams</li> <li>• Privacy and Personal Data</li> <li>• Health and Safety</li> </ul> <p><b>HOW THIS WILL BE ASSESSED:</b> Baseline Test Assessment in LRW1 (HT2) Work (and homework) received and assessed electronically Low stakes quizzes</p>	<p><b>HALF TERM 2: COMPUTER SYSTEMS</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>• Computer Components</li> <li>• Input, Output and Processing</li> <li>• The CPU</li> <li>• Memory and Secondary Storage</li> <li>• Software and Operating Systems</li> </ul> <p><b>HOW THIS WILL BE ASSESSED:</b> Assessment in LRW1 (HT3) Work (and homework) received and assessed electronically Low stakes quizzes</p>	<p><b>HALF TERM 3: SCRATCH</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>• Introduction to Scratch</li> <li>• Controlling a program</li> <li>• Scripts and broadcasting messages in code</li> <li>• Creating a simple game</li> <li>• Testing and Evaluation</li> <li>• Adapting and improving game complexity</li> </ul> <p><b>HOW THIS WILL BE ASSESSED:</b> Assessment in LRW2 Work (and homework) received and assessed electronically Low stakes quizzes</p>
<p><b>HALF TERM 4: INTERNET PROJECT</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>• What is the Internet?</li> <li>• How it works</li> <li>• Accessing the Internet</li> <li>• Using the Internet for research</li> <li>• Dos and Don'ts of the Internet</li> <li>• Writing content for the Internet</li> </ul> <p><b>HOW THIS WILL BE ASSESSED:</b> Assessment in LRW2 (HT4) Work (and homework) received and assessed electronically Low stakes quizzes</p>	<p><b>HALF TERM 5: GENERAL PROGRAMMING BASICS</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>• Computational thinking</li> <li>• Sequence and Selection</li> <li>• Types of Iteration</li> <li>• Variables and Data Types</li> </ul> <p><b>HOW THIS WILL BE ASSESSED:</b> Assessment in LRW2 (HT4) Work (and homework) received and assessed electronically Low stakes quizzes</p>	<p><b>HALF TERM 6: APPLICATION DESIGN</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>• how an application process proceeds</li> <li>• Include a range of creative features</li> <li>• Explore existing products for ideas</li> <li>• Product Analysis</li> <li>• Designing adverts</li> <li>• Evaluation</li> </ul> <p><b>HOW THIS WILL BE ASSESSED:</b> Assessment at end of term Work (and homework) received and assessed electronically Low stakes quizzes</p>

**Home learning will consist of a combination of:** Worksheets (via Google Classroom), SENECA, Key word learning from Knowledge Organisers, quick quizzes