



Year 7 Computing Curriculum Overview

	What will I learn?	How will I learn it?	Why is it important that I learn this?	Why am I learning this now?
Year 7 HT 1	Using Computers Students will learn how to log in to the school network and use Google Classroom. They will learn how to create, upload, share and submit documents. They will also learn about cyberbullying, online safety and appropriate online behaviour.	Teacher demonstrations and guided activities. Practical tasks using the school network and Google Classroom. Students will practise creating, uploading, sharing and submitting documents. Discussions and activities about online safety and digital citizenship.	Students need to be able to use school technology safely, responsibly and respectfully. They also need to understand how to communicate appropriately and protect themselves when using digital technologies.	This is a transition unit to help students move confidently from primary school to secondary school. These skills will allow them to use school computers and online systems independently in Computing and other subjects.
Year 7 HT 2	Programming in Scratch Students will learn the key programming concepts of sequence, variables, selection and iteration. They will use Scratch to create and modify programs and develop their understanding of how instructions control a computer.	Students will complete a series of practical programming challenges using Scratch 3. Teacher-led demonstrations, guided activities and Oak National Academy videos will support their learning. Students will edit, test and improve their programs.	Programming develops logical thinking, problem-solving and computational thinking skills. These are important skills for understanding how computers work and how software is created.	This is the first programming unit of KS3. Scratch provides an accessible environment for students to develop confidence with key programming concepts before moving on to more advanced programming languages.
Year 7 HT 3	Binary and Cybersecurity Students will learn how	Teacher demonstrations and explanations. Practical binary	Binary is the language used by computers to represent and process	Students are beginning to explore how computers work as well as how to use them. This unit introduces



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	computers represent information using binary. They will explore binary numbers and how data such as text, images and numbers can be represented digitally. Students will also learn about common online threats and how to stay safe and protect their information.	activities and challenges. Individual and group activities exploring cybersecurity. Videos, quizzes and online tasks will help students practise and check their understanding.	data. Understanding how information is represented helps students understand what happens inside a computer. Cybersecurity knowledge helps students protect their accounts, devices and personal information.	two important areas of Computing: how computers represent information and how we can use them safely and securely.
Year 7 HT 4	Computers and Micro:bits Students will learn about computer hardware and software and the main components of a computer system. They will explore RAM, ROM and different input and output devices. Students will also use micro:bits to see how computer systems can interact with the physical world.	Teacher-led presentations and demonstrations. Videos and practical activities using micro:bits. Students will complete tasks and respond to questions through Google Classroom.	Understanding computer systems helps students understand how the technology around them works. Working with a micro:bit also shows how computers can receive input, process information and produce output.	Students have developed basic computer skills and are now ready to explore what happens inside a computer system. Using micro:bits provides a practical and engaging way to connect their understanding of hardware and software with real-world computing.
Year 7 HT 5	Game Making in Kodu Students will learn how computer games are	Students will learn through practical game-making challenges using	Game development combines creativity, problem-solving and	Students have already been introduced to basic programming concepts in Scratch. Game Making



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	designed and created using Kodu . They will explore game environments, characters, rules and interactions while applying programming concepts to create their own games.	Kodu. Teacher demonstrations and guided activities will introduce new features and programming concepts. Students will design, create, test and improve their own games.	programming. Students can apply their Computing knowledge in a creative way while developing computational thinking and learning how digital products are designed and tested.	gives them an opportunity to apply these ideas in a different environment and develop confidence before progressing to more programming and computational thinking activities.
Year 7 HT 6	Comic Creation and Animation Students will explore how digital images, stories and animations are created. They will use Comic Life to create digital comics and explore animation using tools such as Blender and Adobe Animate. Students will learn how images, characters and scenes can be combined to communicate ideas and stories.	Students will explore examples of comics and animations before completing practical design and creation tasks. They will use Comic Life, Blender and Adobe Animate to create their own digital media products, developing their skills through guided activities and independent projects.	Digital media and animation are widely used in films, television, games, advertising and other creative industries. Students develop creativity, digital design and communication skills while learning how technology can be used to create engaging media.	Students have developed basic computer, programming and digital skills throughout Year 7. This final unit allows them to apply their creativity and digital skills to a larger media project and introduces them to creative technologies they can explore further in later years.