Marshalls Park Academy - Curriculum Overview

Subject: Computing and ICT Year Group: 7

Students coming into Year 7 will undertake a curriculum mainly consisting of ICT components to begin the year. The final unit will focus on programming using an interactive programming language. This gradual transition from ICT to Computing through the course of the year, will help get students ready to move on to a more Computing heavy curriculum in Year 8

TERM 1	TERM 2	TERM 3
KNOWLEDGE/SKILLS E Safety • Understand the impact of cyber-bullying on society • Identify methods of preventing cyber-bullying • Create a cyber-bullying campaign using video editing software. Using Media • Understanding of information technology • Digital literacy skills • Creating blog posts • Software formatting • Plagiarism, licensing and legal issues	KNOWLEDGE/SKILLS Networks from Semaphores • Defining a network and networking • Data transmission and protocols • Hardware and software • Internet and world wide web Spreadsheets • Create simple working formula and spreadsheet models to simulate a business • Add appropriate formula to a spreadsheet • Use Relative and Absolute cell referencing • Create charts from data in a spreadsheet • Evaluate work produced against initial plan	KNOWLEDGE/SKILLS Clear messaging • Using various design software to create marketing material • Marketing material distribution • Plan and design branding • Content creation • Presenting Scratch/Programming • Identify features of effective game design • Become familiar with the basic features of the Scratch design Interface. • Write a sequence of instructions to bring about animation and motion • Use variables to create random events in Scratch games • To be able to evaluate work produced.
KEY ASSESSMENTS HALF TERM 1 End of unit test (E Safety) HALF TERM 2 End of unit test (Using Media)	KEY ASSESSMENTS HALF TERM 3 End of unit test (Network from Semaphores) HALF TERM 4 End of unit test (Spreadsheets)	KEY ASSESSMENTS HALF TERM 5 End of unit test (Clear Messaging) HALF TERM 6 End of unit test (Scratch/Programming)

Extended reading suggestions and links to external resources:

Teach-ICT - http://www.teach-ict.com/
Theory components of the course are covered in great-depth to accompany all of the computer Science Course
Codecademy - https://www.codecademy.com/
Online programming tutorials with easy-to-follow instructions, and immediate feedback to determine if code is correct. Excellent resource to self-learn