

Computer Science Vision summary/ Curriculum intent:

Week	Unit	Year 7	Assessment	Homework	Unit	Year 8	Assessment	Homework
1	Digital Literacy - Word	Rules / working practice / routines / passwords / print codes			How Computers Work II	Rules / working practice / routines / passwords / print codes		
2		Staying safe when using school computers				Elements of a computer system		
3		An introduction to Microsoft Word / Basic functions				The CPU		
4		Creating tables in Word / Shading and borders	Creating a timetable			Binary code		
5		Formatting tools in Word - Fonts / bold / italic / underline and relevant usage				Calculations with binary code		
6		Sign / poster design - Use of images / text wrap / eye catching designs				How optical devices work		
7		Creating a business letter using Word Alignment of text / letter-writing conventions				The future of computers		
8		End of unit assessment	Business letter			End of unit assessment	Online assessment of unit	
<b>October</b>								
9	Digital Literacy - Spreadsheets	Creating a basic spreadsheet - Formulae to add, subtract, divide and multiply			HTML Coding	Basic HTML commands		
10		Using functions to calculate totals, averages, highest and lowest numbers in data sets				Making use of HTML tags		
11		Sorting data and creating charts				Use of CSS		
12		Using spreadsheets to model different scenarios				Developing page styles		
13		Planning / designing our own spreadsheets				Website design		
14		End of unit assessment	Harry Plotter final task			Coding a basic website		
15		Review of work / quiz				Completion of website	Final website	
<b>Christmas</b>								
16	Scratch	Write a simple Scratch program involving a simple sprite and costume changes			Spreadsheets II	Basic spreadsheet functions		
17		Changing the background, using coding blocks to move objects and trigger actions when collisions occur				Conditional formatting / COUNTIF		
18		Making sprites follow the direction of the mouse				Working with multiple tables		
19		Create a design for a simple game and begin to code				Using a spreadsheet to compare / review data		
20		Complete game design, trouble shoot and correct errors.				Designing and developing spreadsheets for a given purpose		
21		Review of work	Finished game			Review of work	Spreadsheet assessment activity	
<b>February</b>								
22	How Computers Work	Input and output devices			Scratch - Starlink	Recap on basic Scratch functionality		
23		History of computers				Introduction to Star Link		
24		Computer components (hardware)				Costume development for animation		
25		The CPU				Triggering events		
26		Computer components (software)				Using variables to create a scoring system		
27		End of unit assessment	Presentation on HCW			Project completion and troubleshooting	Starlink game and review document	

<b>Easter</b>							
28	Binary code	Binary code introduction			Environmental Impact	How computers benefit the environment?	
29		Binary and decimal conversions				E-waste	
30		An introduction to flow charts				Sustainability	
31		Using flow charts				Ethical computing	
32		Binary and flow chart assessment				End of unit assessment	Business impact exercise
<b>Whitsun</b>							
33	Flow charts	Under development			Python Programming	Introduction to Python – strings and variables	
34						Different data types	
35						Using comparison operators	
36						Developing algorithms	
37						Programming task	
38						ENRICHMENT	
39						Programming task completion and review	Complete debugged program

<b>Assessment objectives/ skills:</b>
Programming / problem solving skills
Understanding of how computers function
IT-based front-end skills