



Year 7 Computer Science

Subject Leader: Mrs Muyunda Oldham

Computer Science aims to engage, endeavour and excel all our students to develop into responsible digital users, that are creative, exploratory, independent and inquiring whilst using computational problem solving skills to solve, test and evaluate solutions for the 21st Century Digital Age.

Topics to be covered in Year 7

	Term 1	Term 2	Term 3
Topics to be covered	E-safety Movie/Presentation Cyber Security using Cyber sprinters Juniors UK Bebras Computational Thinking Challenge 2025	Computing Fundamentals Mid-Year assessment Introduction to Block programming using turtle playground	Scratch block programming Block Programming with KODU Revision EOY MS Teams Exam
Skills to be developed	Emailing Log into an email account, open, create and send an email. Attach files to an email. Download and save files from an email. Email more than one person and reply to all. MovieMaker/PPT Presentation Storyboard planning for movie Capture videos/sound/images for e-safety movie or presentation. Use special effects and transitions. Trim, arrange and edit audio levels to improve quality of their outcome. Saving their movie to suitable filenames and folders on their user area and onto one drive. E-safety Judge what sort of privacy settings might be relevant to reducing different risks. Judge when and when not to answer a question online. Be a good online citizen and friend. Explain what constitutes good behaviour online. Research different sources of information found online. Find 'report' abuse buttons in commonly used sites and name sources of help (childline, cybermentors etc) Click-CEOP button and explain to parents what it is for. Discuss scenarios involving online risk. State the source of information found on the Internet. Act as a role model for younger students. Understand Computational thinking Key Concepts Algorithm, Abstraction, Decomposition, Pattern Recognition	Computing Fundamentals Understand the system life cycle—(Input, Process and Output) Binary conversion HEX Turtle playground Block programming Understand, name and use Programming Key terms Turn left, move forward, repeat, do until Basic arithmetic formula Sum/average function Charts	Scratch block programming Kodu Block programming End of year Revision Techniques Mindmaps Revision cards Quizzes Frayer models

Year 7 Useful Resources

Website Links

<http://www.bbc.co.uk/education>

<http://www.bbc.co.uk/education/subjects/zvc9q6f>

<http://www.bing.com/search?q=cisco+binary+game&src=IE-SearchBox&FORM=IESR02>

<https://www.codecademy.com/learn/all>

https://teach-ict.com/2016/ks3/ks3_home.html

<https://senecalearning.com/en-GB/>

Marking, Assessment and Feedback

Over the course of an academic year students will complete a number of topics and will be assessed using progress paths, formal tests, MS form quizzes/topic tests.

Information from these assessments will contribute in making decisions regarding reporting student progress and predicting outcomes. Current guidelines mean that we cannot provide as much detailed written feedback as is typical from core subjects. In addition, teachers will evaluate students' learning through enrichment activities, class contribution, homework and a range of other activities. Through this, students will know where they are in their learning journey and what they need to do next to make further progress.

Teachers will continue to provide planned written feedback on selected pieces of work.

Homework

Homework will be set twice a half term, using the online platform Go 4 Schools <https://www.go4schools.com/>

Contact Information:

If you would like to get in contact, please contact your child's teacher on the email address below:

Mrs M. Oldham Subject Leader Computer Science & IT: mol@gilberd.com

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