

Year 7 Computing Overview

Unit	Duration (lessons)	Learning Objectives/Outcomes
Using computer systems	3	<ul style="list-style-type: none"> Logging on and network security Use of the VLE and email
Making things happen with computers	6	<ul style="list-style-type: none"> Programming with the BBC Micro:Bit Solving a problem with code
E-Safety	16	<ul style="list-style-type: none"> Sensible online behaviour The dangers and impact of cyber-bullying Social networking Presenting information in creative ways Digital design
Spreadsheets	14	<ul style="list-style-type: none"> Spreadsheet terminology Storing basic data electronically Formatting Basic formulas Basic functions Graphs and charts Benefits of using charts
Business modelling and simulation	7	<ul style="list-style-type: none"> Simulations and models – what they are and how they are used Examples of simulations Using a simulation to try ideas and test hypotheses Market research
Introduction to programming	19	<ul style="list-style-type: none"> What is computer programming? Code efficiency Procedures Other languages Variables & Data Structures Sorting Algorithms Shape & Space Broadcasts Commenting
Developing a system	10	<ul style="list-style-type: none"> The Systems Lifecycle Developing a system to solve a problem