Y7 Computing Curriculum Progression Map

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Dates	Wednesday, 1 September – Friday, 22 October 2021	Monday, 1 November – Wednesday, 22 December	Wednesday, 5 January – Friday, 18 February 2022	Monday, 28 February – Friday, 8 April 2022	Monday, 25 April – Friday, 27 May	Monday, 6 June – Friday, 15 July 2022
Weeks	8	7	7	6	5	6
Lessons	8	7	7	6	5	6
Inset						
Unit Title	Collaborating online respectfully	Online Safety – Copyright and Ownership / Managing Online Information	Complete Copyright and Ownership / Managing Online Information	Complete Managing Online Information / Modelling Data (Spreadsheets)	Complete Modelling Data (Spreadsheets) / Programming	Programming / Networks: from semaphores to the internet / Using Media
Sequence	Logging in. Secure passwords School network / Rules of the computing room. Baseline assessment. Documents and common applications. Using email effectively. Teams and remote learning. Complete in Term2 Plan effective presentation for a given audience. Explain the effects of cyberbullying.	Plan effective presentation for a given audience. Explain the effects of cyberbullying. Copyright and Ownership The consequences of watching content, illegally and the consequences of illegal downloading.	Complete Copyright and Ownership - Plagiarism and fair use. Managing online information. Copyright and Creative Commons. Managing Online information - Online Marketplaces and ecommerce. Refining my searches. Navigating websites.	Complete Managing Online information. Online Marketplaces and ecommerce. Refining my searches. Navigating websites. Spreadsheets - Identify columns, rows, cells, and cell references. Formatting techniques Formulas with cell references to perform calculations in a spreadsheet (+, -, *, /). Autofill tool to replicate cell data. Data and information. Primary and secondary sources of data.	Complete Modelling data (spreadsheets) Collecting and analysing data. Charts / Graphs Functions SUM, COUNTA, MAX, and MIN. Sort and filter data. Functions AVERAGE, COUNTIF, and IF in a spreadsheet. Conditional formatting Programming How humans and computers understand instructions. Control flow of input/process/output. Sequences, Variables. Condition as an expression that will be evaluated as either true or false (If..) Selection using conditions to control the flow of a sequence. Conditions that use comparison operators (>,<,=) and logic operators (and/or/not). Selection statements that include comparison and logical operators. Iteration (Loop) as a group of instructions that are repeatedly executed. Detect and correct errors in a program (debugging). Design and apply programming constructs to solve a problem (subroutine, selection, count-controlled iteration, operators, and variables). Subroutine as a group of instructions that will run when called by the main program or other subroutines.	Complete Programming. Define decomposition as breaking a problem down into smaller, more manageable subproblems. Condition-controlled iteration. Lists. A collection of related elements that are referred to by a single name. Identify when lists can be used in a program. Decompose a larger problem into smaller subproblems. Apply appropriate constructs to solve a problem. Computer networks and how data is transmitted. Protocols and examples of non-networking protocols. Necessary hardware for connecting devices to networks. Wired and wireless connections. Bandwidth The internet. How Data travels between computers across the internet. The internet, its services, and the World Wide Web. Connectivity - Internet of Things, Internet-connected devices. Components (servers, browsers, pages, HTTP and HTTPS protocols, etc.) and how they work together. Using Media – covered throughout all units. Appropriate software. Key features of a word processor to format a document. Evaluating formatting techniques. Selecting appropriate images for a given context. Formatting techniques. Crediting the original source of an image. Critique digital content for credibility. Apply techniques in order to identify whether or not a source is credible.

Key Building Blocks	Students understand through demonstration of tasks. Recap using AB tutor how to log in, how to use computers safely and how to choose a secure password. Students learn how to send and reply to emails. Students learn about Copyright and Ownership and the laws surrounding these areas.	Students understand through demonstration of tasks. Recap using AB tutor how to log in, how to use computers safely. Students learn about Copyright and Ownership and the laws surrounding these areas. Students will discuss typical scenarios in the project evolve resources and will learn how to stay safe online.	Students learn about Copyright and Ownership and the laws surrounding these areas. Students will discuss typical scenarios in the project evolve resources and will learn how to stay safe online.	Planning and creating a spreadsheet Formatting a spreadsheet Using formula Setting up worksheets and workbooks	Students understand through demonstration, use AB tutor how to use Scratch and insert sprites, check their code, test their work ongoing and their final project.	Programming Students understand through demonstration, use AB tutor how to use Scratch and insert sprites, check their code, test their work ongoing and their final project. Demonstrate how the school network operates so students can see what a computer network does e.g. files, printer. Internet of Things – use an example e.g. toys, what data they store, how it could be dangerous, leaked etc. Using media Students understand through demonstration of skills, recap and apply. Use AB tutor to support. .
Retrieval Practices	Do now. Demonstrating and using presentations. Recap and demonstration of skills to ensure understanding - Demonstration using examples in the real world (careers) and where it applies to task - AB Tutor Computer Control to ensure understanding and re-cap/VF - VF throughout	Do now. Demonstrating and using presentations. Recap and demonstration of skills to ensure understanding - Demonstration using examples in the real world (careers) and where it applies to task - AB Tutor Computer Control to ensure understanding and re-cap/VF - VF throughout	Do now. Demonstrating presentations. Recap and demonstration of skills to ensure understanding - Demonstration using examples in the real world (careers) and where it applies to task - AB Tutor Computer Control to ensure understanding and re-cap/VF - VF throughout	Do now. Demonstrating skills, presentations. Recap of skills to ensure understanding of task - Demonstration using examples in the real world (careers) and where it applies to task - AB Tutor Computer Control to ensure understanding and re-cap/VF - VF throughout	Do now. Demonstrating skills, presentations. Recap of skills to ensure understanding of task - Demonstration using examples in the real world (careers) and where it applies to task - AB Tutor Computer Control to ensure understanding and re-cap/VF - VF throughout	Do now. Demonstrating presentations. Recap and demonstration of skills to ensure understanding - Demonstration using examples in the real world (careers) and where it applies to task - AB Tutor Computer Control to ensure understanding and re-cap/VF - VF throughout
Key Skills	Language & Vocabulary Written Communication Evaluation/Review	Language & Vocabulary Written Communication Review	Language & Vocabulary Planning, Analysis Evaluation/Review	Language & Vocabulary Written communication Planning Analysis Problem Solving Evaluation	Language & Vocabulary Written communication Planning Analysis Problem Solving Evaluation	Language & Vocabulary Written communication Planning Problem Solving Evaluation
Literacy	Written & Oral communication Tier 2 & 3 vocabulary	Written & Oral communication Tier 2 & 3 vocabulary	Written & Oral communication Tier 2 & 3 vocabulary development	Written & Oral communication Tier 2 & 3 vocabulary development	Written & Oral communication Tier 2 & 3 vocabulary development	Written & Oral communication Tier 2 & 3 vocabulary development

Tier 2	Computing, accounts, describe, passwords, discuss, advantages, disadvantages, audience, consequences, Plagiarism	Advantages, disadvantages, audience, consequences, Plagiarism reliability, validity, information.	Advantages, disadvantages, audience, consequences, Plagiarism reliability, validity, information	Formatting, analysis, data, information, primary, secondary, graph add, subtract, divide and multiply.	Formatting, analysis, data, information, primary, secondary, graph add, subtract, divide and multiply. Programming Score, time, levels, repeat, loop, describe, discuss, evaluate, audience, advantages, disadvantages,	Programming Score, time, levels, repeat, loop, describe, discuss, evaluate, audience, advantages, disadvantages. PC - Input devices e.g. keyboard, microphone, mouse, scanner,. Output devices e.g., Monitor, Printer, Speakers, Lights, Headphones, Projector. Internet, collect, share, information, describe, discuss, evaluate, target audience, advantages, disadvantages Using Media Word processor, audience, formatting, images, source, credible, referencing, author
Tier 3	Files, Folders, Internet, username, password, school network, user area, email, cyberbullying, illegal downloading, Copyright	Illegal downloading, Copyright, cyberbullying, illegal downloading, Copyright, plagiarism	Illegal downloading, Copyright, e-commerce, Online Marketplaces, Navigating websites, Search engine rankings.	Illegal downloading, Copyright, e-commerce, Online Marketplaces, Navigating websites, Search engine rankings. Conditional formatting, primary, secondary, modelling data.	Programming Sequence, selection, and iteration. Sub-routine, decomposition, Repetition, variables, algorithm, animation, motion, Sprites, Script Conditional formatting, primary, secondary, modelling data.	Programming Sequence, selection, and iteration. Sub-routine, decomposition, Repetition, variables, algorithm, animation, motion, Sprites, Script Networks, LAN, WAN, Internet of Everything, Applications (apps), connectivity, download, smart, download, protocols, packets, and addressing. Using Media Creative Commons, blog, copyright.
Numeracy	file size Passwords Number of slides Order of slides Timings	e-commerce Search engine rankings Websites, number of hits.	Search engine rankings Websites, number of hits.	Formula Cells Data types e.g. £ currency	Formula Cells Data types e.g. £ currency Programming Variables Time Score	Programming Variables Time Score Networks Internet Speeds Using Media Font size Margins Page numbers
Formative Assessment	Verbal feedback throughout each lesson Re-cap of tasks using Computer Control monitoring software	Verbal feedback throughout each lesson Re-cap of tasks using Computer Control monitoring software	Verbal feedback throughout each lesson Re-cap of tasks using Computer Control monitoring software Final assessment task - students to apply skills to solve a spreadsheet problem	Verbal feedback throughout each lesson Re-cap of tasks using Computer Control monitoring software	Verbal feedback throughout each lesson. Re-cap of tasks using Computer Control monitoring software Pair programming project that learners will complete.	Programming Verbal feedback throughout each lesson Re-cap of task and assignment using Computer Control monitoring software Pair programming project that learners will complete. SA/PA using rubric. Using Media Verbal feedback throughout each lesson Re-cap of tasks using Computer Control monitoring software

Summative Assessment	Multiple choice assessment. Final product as evidence.	Final product as evidence. Yacapaca	Final assessment spreadsheet tasks	Multiple choice assessment. Yacapaca	Multiple choice assessment.	Multiple choice assessment. Assessment rubric task Yacapaca
Spiritual	Cyberbullying- Students gain an understanding of how people feel when they are being Cyberbullied and the effects this can have on a person. The students spend time reflecting on how e-safety and cyberbullying can affect people both emotional and physical and how they can develop their work to fascinate their target audience.	Self/Peer assessment. Students consider their own progress and support the progress of others, whilst also building relationships	Students have opportunities to reflect/evaluate their work. Students consider their own progress and support the progress of others, whilst also building relationships SA/PA where appropriate.	Self/Peer assessment. Students consider their own progress and support the progress of others, whilst also building relationships	Scratch - using their own imaginations and creativity students are able to design their own sprites, backgrounds and scripts. Self/Peer assessment. Students consider their own progress and support the progress of others, whilst also building relationships	Programming Scratch - using their own imaginations and creativity students are able to design their own sprites, backgrounds and scripts. Self/Peer assessment. Students consider their own progress and support the progress of others, whilst also building relationships Using Media Learners use their own creativity to produce a blog. Self/Peer assessment. Students consider their own progress and support the progress of others, whilst also building relationships
Moral	Moral values and ethical issues considered in cyberbullying. Students also consider the consequences of their actions for example: Criminal records for Cyberbullying and breaking the copyright law.	Students consider the consequences of their actions for example: Criminal records for breaking the copyright law. Moral values and ethical issues considered.	Students gain an understanding of the laws surrounding storing people's data and information.	Encourage respect for the computer room and the equipment they use and how this affects others.	Students consider the moral use of programming. Hacking and ethical hacking. Computer Misuse Act.	Programming and Networks Students consider the moral use of programming. Hacking and ethical hacking. Computer Misuse Act. Students consider the health and safety issues involved with working in IT. Using Media Students gain an understanding of the laws copyright and Creative Commons.
Social	Peer work and assessments as and where appropriate and reflective evaluations allow students to consider their progress and support the progress of others, whilst also building relationships. Students gain an understanding of how they should be socialising online and discuss how they should resolve any conflicts that they may have with other people.	Social online, hits, likes, comments – students will learn how to check the validity of these.	Social online, hits, likes, comments – students will learn how to check the validity of these.	Students will learn how to use computers effectively and ethically. Students will learn about the use and abuse of personal data and how it can be prevented from happening. Peer work and assessments as and when appropriate and reflective evaluations allow students to consider their progress and support the progress of others, whilst also building relationships.	Scratch - Students PA each other's work (where appropriate to lesson) explaining what the student did well and what improvements they could make to the game. All students are encouraged to verbally communicate with one another to discuss any improvements needed to the game. Peer work and assessments as and when appropriate and reflective evaluations allow students to consider their progress and support the progress of others, whilst also building relationships.	Programming Scratch - Students PA each other's work (where appropriate to lesson) explaining what the student did well and what improvements they could make to the game. All students are encouraged to verbally communicate with one another to discuss any improvements needed to the game. Peer work and assessments as and when appropriate and reflective evaluations allow students to consider their progress and support the progress of others, whilst also building relationships. Using Media Peer work and assessments as and when appropriate and reflective evaluations allow students to consider their progress and support the progress of others, whilst also building relationships.

Cultural	Cultural awareness of their audience when they are creating their final document	Cultural awareness of their audience when they creating their documents.	Creating a presentation to reach a wide target audience.	Students see how closely computing can link with maths as they are required to create a spreadsheet and analyse data, create formula and functions to perform simple and complex calculations.	Scratch - When students are creating a program, they need to consider how they can attract a diverse audience.	Programming Scratch - When students are creating a program, they need to consider how they can attract a diverse audience. Using Media When students are creating a blog, they need to consider how they can attract a diverse audience.
British Values	Mutual respect, the rule of law	Mutual respect, the rule of law	Mutual respect, the rule of law	The rule of law, mutual respect	Mutual respect, the rule of law	Mutual respect, the rule of law
Gatsby 4	Digital graphics designer, network manager	Website creator, marketing online, social media business	marketing online, social media business, Accountant, data manager	Accountant, data manager, finance	Accountant, data manager, finance Programming industry, Software tester	Digital graphics designer, Web content creator, Programming industry, Software tester, Web content creator, office skills