



Computing Year 7 Half Term 1

Computing Strands:
Information Technology
Computer Science
Digital Literacy



Safe use of technology

Risk awareness in Computing classrooms.
Learning how to logon

Typing Skills

Learn how to type like a pro, be able to touch type accurately

Delta Fest - File Management

Introduction to File and folder management and Cloud storage

SKILLS TAUGHT:

- Being safe in the classroom
- Online Safety
- File management
- Cloud Storage
- E-Mail management
- Professional Typing skills
- Word Processing
- Presentation Software

Delta Fest - E-Mail

Learn how to send emails, use attachments and organise correctly

Delta Fest - Word Processing

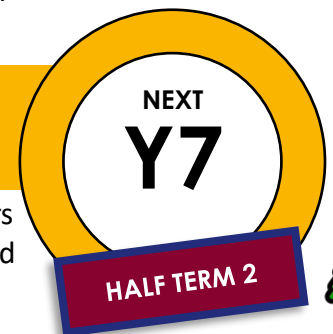
Learn how to create and format high quality documents

Delta Fest - PowerPoint

Learn how to create high quality presentation slides

Online Safety

Learn about the dangers of using the Internet and know how to be safe online



Why are we learning this? To be able to use the Internet safely, develop important organisational skills, know how to communicate professionally and learn key thinking skills to help you solve problems



Computing Year 7 Half Term 2

Computing Strands:
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Bebras Challenge - Problem Solving

Learn how to think like a Computer Scientist. Learn how to solve problems by applying Computation Thinking (Abstraction, Decomposition, Pattern Recognition & Algorithms)

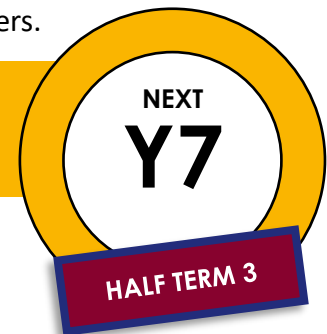
SKILLS TAUGHT:

- Problem solving
- Abstraction
- Decomposition
- Pattern Recognition
- Algorithmic thinking
- Binary Conversions

Introduction to Binary

Learn how computers use 1's and 0's to store data, communication across the world and make decisions. Be able to convert between Binary and Denary numbers.

The skills you will learn this half term will give you the knowledge to solve problems in your other subjects in school and in the real world.



Why are we learning this? To be able to look at a problem and understand how to solve it. Applying the skills in breaking a problem down into smaller parts and removing the unnecessary detail



Computing Year 7 Half Term 3

Computing Strands:
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Vector Graphics – Basic Shapes

Introduction to Vector Graphics and the basic shapes used in all graphics

Vector Graphics – Combining Shapes

Building on the basic shapes, learn how to combine shapes together to create more complex graphics

SKILLS TAUGHT:

- Vector Graphics
- Polygons
- Union
- Intersection
- Pen Tool
- Paths and Curves

Vector Graphics – Paths and Curves

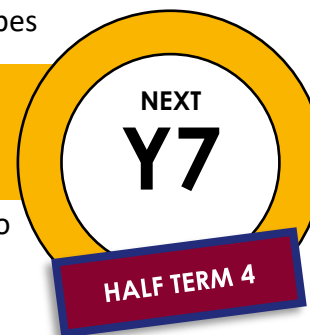
Learn how to use Paths and Curves to customise the flow of vector graphics

Vector Graphics – Pen Tool

Learn how to use the Pen Tool to be able to design your own shapes

Vector Graphics – Life Journeys

Using Vector Graphics to be able to design a graphic to represent key events in your life and your family



**Why are we learning this? To be able to understand how graphics are represented using lines and coordinates rather than just pixels.
To be able to express your creativity using computer graphics.**