

## Year 7 - Computing - Learning Journey 2018-2019

Week	Date	Topic Key constructs that we cover	What we will learn about each week	Assessment	
1	03.09.18	<b>7.1 Introduction to logging in, network, web &amp; email</b> Communication & Networks Internet & Web Security & safety	Username and passwords, school network environment. Browsing the web, sending and receiving email.		
2	10.09.18	<b>7.2 Word Processing</b> Data Rep & Handling Presenting data	Simple text, headings, styles, headers, saving.	"Top-Tips for Passwords" document	
3	17.09.18		Orientation, tables, shading and merging cells.		
4	24.09.18		Special symbols and character formatting (sub-script/super-script). Previewing work. Printing in colour/mono. Page orientation.		
5	01.10.18	<b>7.3 Desktop Publishing</b> Data Rep & Handling Presenting data Computer Systems Hardware	Text frames, borders and fills. Inserting images. Connecting lines and arrows. Layering objects with bring to front/send to back.	"What's Inside a Computer?" document	
6	08.10.18		Creating labelled info-graphics.		
7	15.10.18	<b>Assessment &amp; RAP</b>	Simple written test: Passwords, basic netiquette, parts of computer. RAP word-processing & DTP work.		
H/T					
8	29.10.18	<b>7.4 Spreadsheet Calculations</b> Data Rep & Handling Presenting data	Cell borders and shading. Arithmetic formulae.	"Bitmap Calculation" spreadsheet	
9	05.11.18		Linking a series of calculations together. Scaling to fit page.		
10	12.11.18		Statistical functions.		
11	19.11.18		Applying formulae: conversions between number bases.		
12	26.11.18		Representing simple bitmap images using binary.		
13	03.12.18	<b>7.5 Graphics</b> Data Rep & Handling Presenting data	Bitmap graphics and pixels. Selecting parts of images. Working with layers. Resizing, rotating and adjusting colours/levels.	Grid design of tiled images	
14	10.12.18		Adding text. Demarcating text with outlines/drop-shadows. Printing & fitting-to-page.		
15	17.12.18	<b>Assessment task &amp; RAP</b>	Assessed task: Run-length compression of an image. RAP spreadsheet and graphics work.		
XMAS					
16	07.01.19	<b>7.6 Problem-Solving and Algorithms</b> Creating Programs Problem Solving & Algorithms Testing & Robustness	Purpose of flowcharts and meaning of each symbol. Tracing through.	"Higher or Lower" guessing game flowchart	
17	14.01.19		Drawing rough flow-charts on paper.		
18	21.01.19		Draw water-state flowchart on computer, using rough copy from previous week.		
19	28.01.19		Draw flowchart that determines whether number is odd or even.		
20	04.02.19		Flowchart: Higher or lower guessing game.		
21	11.02.19		Introduction to Flowol simulations. Create and test flowchart.		
H/T					
22	25.02.19	<b>7.7 Programming Using Small BASIC</b> Creating Programs Writing Programs & Techniques Testing & Robustness	Sequences of simple instructions, displaying text, pausing. Finding simple errors.	"Higher or Lower" guessing game program	
23	04.03.19		Entering simple text & numeric values. Display results of simple calculations.		
24	11.03.19		Making simple decisions using IF / IF-THEN-ELSE.		
25	18.03.19		More complex decisions that include AND / OR.		
26	25.03.19		Simple iteration using FOR loops - repeating simple display statements. Using variables from FOR loops to perform calculations.		
27	01.04.19	<b>Assessment task &amp; RAP</b>			
EASTER					
28	22.04.18	<b>7.8 HTML and Web-Pages</b> Communication & Networks Internet & Web Presenting data Computer Systems Software	HTML and idea of tags. Simple structure of HTML web-page. Creating code.	"Networks & the Internet" web-page	
29	29.04.18		Adding headings, Paragraphs. Bold/Italic emphasis. Text colour and font face, background colour.		
30	06.05.18		Bullet-lists and number-lists.		
31	13.05.18	<b>7.9 Networks and the Internet</b> Communication & Networks Concept & uses of networks Hardware & Connectivity Security & safety	Creating simple hyperlinks. Testing page.		
32	20.05.18	Malware and threats. Software utilities to keep a computer safe. Importance of updating software.			
H/T					
33	03.06.18	<b>Revision</b>	Software applications: Word processors and spreadsheets. Hardware, software, Input devices, Output devices. Algorithms, flowcharts and programming recap.		
34	10.06.18	<b>End Of Year Exam</b>			
35	17.06.19	<b>7.10 Sorting and Searching</b> Simple data handling Structuring, sorting, searching	Create suitable table structure in spreadsheet to hold facts.	"Countries of the World" exercise	
36	24.06.19		Difference between ascending & descending order.		
37	01.07.19		Sorting data in spreadsheet.		
38	08.07.19		Concept of a filter. Different kinds of filter for simple numbers & text: = <> < => > >=		
39	15.07.19	<b>Activities week</b>			

## Year 7 – Computing - Progress Tracker

<b>FLIGHT PATH STICKER</b>	<b>Overview of exam Breakdown of exams, length and weighting</b>
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Date	Assessment	Flightpath Grade	Action (s) to make progress
	“Top-Tips for Passwords” document		
	“What’s Inside a Computer?” document		
	“Bitmap Calculation” spreadsheet		
	Grid of tiled images		
	“Higher or Lower” guessing game flowchart		
	“Higher or Lower” guessing game program		
	“Networks & the Internet” web-page		
	“Countries of the World” exercise		