Year 7 Computer Science Curriculum Overview

E-Safety	Spreadsheet skills	Scratch	Legal issues in computing	Graphics
Introduction to the school system: Show students how to:	Understand what a spread sheet is and how it can be used	Understand what is meant by outputs and sequencing.	Discuss ethics and morals in computing in a range of scenarios	Plan a graphic with full annotation.
Expectations in IT rooms and during lessons.	Identify the features of a spreadsheet	Use images in Scratch	Understand the application of the Computer Misuse Act	Use photoshop/illustrator to create graphics.
Log in/out	Use basic formulae within excel	Use timings in Scratch	Understand the application of the Data Protection Act/GDPR	Use a range of tools to create a graphics
Use My Documents, create folders for subjects.	Identify different types of graphs	Use the Pen tool in Scratch	Understand the application of the Copyrights Designs and Patents Act	Improve a graphic
Create and manage files and folders.	Understand when it is appropriate to use different graphs	Understand what is meant by an exterior angle and apply this in context	Understand the application of the Creative Commons Licensing Act	Evaluate a graphic.
One drive and logging in	Create suitable graphics in excel	Recognise patterns to calculate the exterior angle of polygons	Understand the application of the Freedom of Information Act	
To effectively search the internet and to create their presentations to promote e-safety awareness		Create a maze game		
Save and download images into appropriate locations.	Understand how to format a spreadsheet to improve the appearance	Control a sprite around a path		

Plan and create an e-safety logo using graphics software	Understand more complex formulas to find the average, minimum and maximum totals	Detect collisions between sprites		
Creating email and communicating effectively	Understand COUNT and COUNTIF formulas including where they are used and the difference between them	Understand and apply key terms including Input, Output and Variables		
Present their work to their peers	Understand how to use VLOOKUP formulas when searching for data	Use of input, outputs, selection and iteration in Scratch		
	Understand how to validate fields to restrict data entry	Apply selection in multiple scenarios		
	Apply conditional formatting	Create a racing game in Scratch		
	Understand IF formulae and apply them to a quiz scenario	Apply their own skills in Scratch independently.		
		Binary		
		Calculate binary from denary numbers and the reverse.		
		Add binary numbers.		