

Year 7 Topics

In year 7 we teach the following modules over the course of the year. Each module draws on prior learning from KS2 and builds on understanding from the KS2 programme of study. Each module develops and deepens the Core knowledge that will underpin all areas of the curriculum at KS3 and KS4.

Topic	Rationale	Knowledge acquisition	Key vocabulary	Skills and enrichment
HT1 - Getting started	To understand rules and routines in computing lessons. To be able to log in to the VLE & network with a strong password. To be able to use MS Office software.	Check your username and passwords are correct for the school network and VLE	Network, VLE, Login, Password, Confirm, Secure	Independence Problem solving Literacy Oracy
		To know and understand the routines and rules of ICT lessons	Rules, PRAISE code	
		To know and understand how to use Microsoft Word	PowerPoint, MS Word, Publisher, Open, Save, New, Formatting	
		To know how to manage and upload work to the VLE	My Assignments, Browse, Upload	
		To know where to locate homework for all subjects.	Assignments, Resources, Upload, Due Date	
HT2 - Using Computers	To understand how computer filing systems work in computer systems. To know the dangers associated with social media.	To know how folders and files are managed	Folder, Subfolder, File name, File extension, Organise, Save as Path, Storage location	Independence Problem solving Analysis Creativity Literacy Numeracy Oracy
		To know the dangers associated with social media	Social media, public, information, personal details	
		To know how data is transmitted and how data is protected in computer systems	Internet, encryption, protection	
		To know the standards of email etiquette for professional and personal emails	CC, BCC, topic, body	
		Able to turn an output off in Flowol	Flowcharts	

		Able to use iteration in Flowol Flowcharts	Sequencing	
Topic	Rationale	Knowledge acquisition	Key vocabulary	Skills and enrichment
HT2 - Algorithms	To understand how processes can be sequenced and how we can represent sequences with flowcharts which can be used to plan algorithms.	To recognise flowchart symbols for inputs and outputs, start and stop	Flowchart, arrow, shape, symbol, start, stop, sequence, routine, input, output, If, loop	Independence Problem solving Analysis Creativity Literacy Numeracy Oracy
		To recognise the flowchart symbols for processes	Process, delay, rectangle, seconds, time	
		To recognise flowchart symbols for decisions	Question, decision, yes, no, rhombus	
		Able to create a flowchart in Flowol	Flowol, instructions, direction, Input, outputs, decisions, mimic	
		Able to turn an output off in Flowol	Output, on, off	
		Able to use iteration in Flowol Flowcharts	Loops	
HT4 – Minecraft Programming	To know how programming constructs including sequence, selection and iteration can be used to create computer programs.	Know the structure of an IDE in a 3D environment	IDE, sequence, 3D environment, program	Programming Testing Problem solving Debugging Sequencing Predicting Running code Investigating code Modifying code Making new code
		Know how sequence used in programming using PRIMM	PRIMM, IDE, sequence, programming, debug	
		Know how selection is used in programming using PRIMM	PRIMM, IDE, selection, programming, debug, investigate	
		Know how iteration is used in programming using PRIMM	PRIMM, IDE, sequence, programming, debu	
		Know how Variables are used in programming using PRIMM	PRIMM, IDE, sequence, programming, debu	
		Know how sub procedures are used in programming using PRIMM	Functions, procedures, variables, SSI,	

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HT5 – Vector Images	To know skills in digital asset creation. Developing images for different purposes using a range of tools.	Know how to use tools to draw and modify shapes Know how to change the position and rotation shapes Know why z-order determines what is visible	Vector images, SVG (Scalable Vector Graphics)	Image editing Planning Reviewing Designing Photo editing
		Know how to use tools to align and distribute objects to create uniformity Know how grouping can be used to work with several objects at once Know how to combine two shapes using union, intersection, and difference	Path, Stroke, Line, Fill, Group	
		Know that vector graphics are made up of paths	Grouping, Path, combining	
		Know how to create and modify straight and curved paths Know that shapes can change to paths	Path, Node, Anchor, Line	
		Know how to choose a project and plan a design Know how to combine tools and techniques to create a vector image Know how to evaluate your project against its given purpose	Anchor point, node, pointer, tools, image-resolution	
		Know how a range of image editing tools can be applied End of topic assessment	Assessment	
HT6 - Online Safety	Developing an awareness of how the internet	How and when to seek support with online issues	Social media, platform	Independence Problem solving Evaluation
		Sign posting at school, home, police.	Safeguarding	

	and online platforms influence our lives and how to protect ourselves from danger	Personal data	Encryption	Analysis Creativity Literacy Numeracy Oracy
		Privacy settings	Privacy settings	
		Online golden rules	Rules, safety, netiquette, respect	
		How to evaluate what you see online	Domain names, source, validity, reliability	