

EPCHS ICT & Computer Science Department: Year 7 Programme of Study

To deliver lessons that cover a variety of different topics that appeal to all pupil interests. The priority for KS3 is to keep pupils active, engaged, and to most importantly develop skills that will be built upon throughout their school career.

Year/Term	Unit of Work	Intent
Autumn	eSafety	To promote safe and positive use of digital technologies, including: <ul style="list-style-type: none"> • the Internet, • Social Media, • being aware of strangers online.
	Baseline Test	To assess prior knowledge and to consider areas for future development.
	Microsoft Office: Excel	To learn and develop basics skills within Microsoft Excel. Skills will include: <ul style="list-style-type: none"> • appropriately labelling a worksheet, • completing simple formulae, • using a spreadsheet to store data, • using a spreadsheet to find out information, • completing activities following instructions, • learning how to conditional format cells, • creating graphs from data inputted into Excel.
Spring	Computer Systems	To learn about the different components of a computer system. This includes: <ul style="list-style-type: none"> • hardware, • software, • history of computer systems, • the Four Cornerstones of Computational Thinking.
	Animation	To learn about the basics of animation. This will include: <ul style="list-style-type: none"> • Stop motion, • Claymation, • Cel-animation, • Animatronics, • a brief history of animation, • storyboard plan for original animation, • creation of a basic animation using specific animation software.

Summer	Microbits	<p>To learn the basics of programming through the use of BBC Microbits.</p> <p>This unit of work will allow for pupils to follow specific instructions to make games and programs that can be downloaded onto Microbits so that pupils can physically explore the game/program.</p>
	Scratch	<p>To learn how to use code blocks on the program Scratch in order to create original games/scenes.</p> <p>To understand the specific Tier 3 Computer Science specific vocabulary and to be able to describe how to create, explain and justify the different stages of creating a computer program using Scratch blocks. To gain basic knowledge when describing the different instructions that each programming block can be used for in order to create a unique game or scene.</p>