

Year 7 KS3 Computer Science

Week Beginning	Unit	Lesson	Notes
			- Students can all login to OneDrive - Students have arrange their OneDrive in a meaningful way - Students can all save, recover and shre files from OneDrive - Students are aware of how to use the school printers (and where to gain support if they need more help)
26-Aug	Introduction, OneDrive and Printers	0	
02-Sep	7.1 Clear messaging in digital media	1	-Choose search terms relating to a particular issue - Identify key features of a good poster - Use tools to copy an image into another application
09-Sep	7.1 Clear messaging in digital media	2	-Choose and download a suitable image - Create a poster using a desktop publishing application - Plan a poster to clearly convey a message
16-Sep	7.1 Clear messaging in digital media	3	- Choose how to combine text and graphics in a slide - Modify a logo using a graphic editing program - Use digital tools to provide feedback on design choices
23-Sep	7.1 Clear messaging in digital media	4	- Modify a logo so that it fits in with the planned slide styles - Plan a consistent layout for a set of slides - Create a styled set of slides based on a plan
30-Sep	7.1 Clear messaging in digital media	5	-Evaluate content against a rubric - Search for and add a suitable image - Search for suitable text for slides
07-Oct	7.1 Clear messaging in digital media	6	-Evaluate your work against a rubric - Explain your work to others through a presentation - Plan how to deliver a presentation
14-Oct	School holiday		
21-Oct	7.1 Clear messaging in digital media		
28-Oct	Explore/Play(Contingency)		7.1 Assessment
04-Nov	Explore/Play(Contingency)		
11-Nov	Explore/Play(Contingency)		
18-Nov	7.2 Networks from semaphores to the Internet	1	-Define 'protocol' and provide examples of non-networking protocols - Define what a computer network is and explain how data is transmitted between computers across networks
25-Nov	7.2 Networks from semaphores to the Internet	2	-List examples of the hardware necessary for connecting devices to networks -Compare wired to wireless connections and list examples of specific technologies currently used to implement such connections
02-Dec	7.2 Networks from semaphores to the Internet	3	- Define 'bandwidth', using the appropriate units for measuring the rate at which data is transmitted, and discuss familiar examples where bandwidth is important
09-Dec	7.2 Networks from semaphores to the Internet	4	-Define what the internet is- Describe key words such as 'protocols', 'packets', and 'addressing'- Explain how data travels between computers across the internet
16-Dec	School holiday		
23-Dec	School holiday		
30-Dec	School holiday		
06-Jan	7.2 Networks from semaphores to the Internet	5	-Describe how internet-connected devices can affect me - Describe how services are provided over the internet - Explain the difference between the internet, its services, and the World Wide Web - Explain the term 'connectivity' as the capacity for connected devices ('Internet of Things') to collect and share information about me with or without my knowledge (including microphones, cameras, and geolocation) - List some of these services and the context in which they are used
13-Jan	7.2 Networks from semaphores to the Internet	6	-Describe components (servers, browsers, pages, HTTP and HTTPS protocols, etc.) and how they work together
20-Jan	7.2 Networks from semaphores to the Internet		7.2 Assessment
27-Jan	Explore/Play(Contingency)		
03-Feb	Explore/Play(Contingency)		
10-Feb	Explore/Play(Contingency)		Monday, Tuesday & Wednesday are school holidays
17-Feb	7.3 Programming essentials in Scratch – part I	1	-Compare how humans and computers understand instructions (understand and carry out) - Define a sequence as instructions performed in order, with each executed in turn - Modify a sequence - Predict the outcome of a simple sequence
24-Feb	7.3 Programming essentials in Scratch – part I	2	-Define a variable as a name that refers to data being stored by the computer - Make a sequence that includes a variable - Predict the outcome of a simple sequence that includes variables - Recognise that computers follow the control flow of input/process/output - Trace the values of variables within a sequence
03-Mar	7.3 Programming essentials in Scratch – part I	3	-Define a condition as an expression that will be evaluated as either true or false - Identify that selection uses conditions to control the flow of a sequence - Identify where selection statements can be used in a program - Modify a program to include selection
10-Mar	7.3 Programming essentials in Scratch – part I	4	-Create conditions that use comparison operators (> < =) - Create conditions that use logic operators (and/or/not) - Identify where selection statements can be used in a program that include comparison and logical operators
17-Mar	7.3 Programming essentials in Scratch – part I	5	-Define iteration as a group of instructions that are repeatedly executed - Describe the need for iteration - Detect and correct errors in a program (debugging) - Identify where count-controlled iteration can be used in a program - Implement count-controlled iteration in a program
24-Mar	School holiday		
31-Mar	School holiday		
07-Apr	Explore/Play(Contingency)		
14-Apr	7.3 Programming essentials in Scratch – part I		7.3 Assessment
21-Apr	Explore/Play(Contingency)		
28-Apr	7.4 Modelling data using spreadsheets	1	-Identify columns, rows, cells, and cell references in spreadsheet software - Use formatting techniques in a spreadsheet -Use basic formulas with cell references to perform calculations in a spreadsheet (+, -, *, /)
05-May	7.4 Modelling data using spreadsheets	2	- Use the autofill tool to replicate cell data -Collect data - Explain the difference between data and information
12-May	7.4 Modelling data using spreadsheets	3	- Explain the difference between primary and secondary sources of data -Analyse data - Create appropriate charts in a spreadsheet
19-May	7.4 Modelling data using spreadsheets	4	- Use the functions SUM, COUNTA, MAX, and MIN in a spreadsheet -Analyse data - Use a spreadsheet to sort and filter data
26-May	7.4 Modelling data using spreadsheets	5	- Use the functions AVERAGE, COUNTIF, and IF in a spreadsheet -Apply all of the spreadsheet skills covered in this unit
02-Jun	7.4 Modelling data using spreadsheets	6	- Use conditional formatting in a spreadsheet
09-Jun	7.4 Modelling data using spreadsheets		7.4 Assessment
16-Jun	Explore/Play(Contingency)		Thursday & Friday are Islamic holidays
23-Jun	Explore/Play(Contingency)		School finishes on Wednesday (Thursday Islamic holiday)