Computing - Detailed Overview

Year 7	Autumn A	Autumn B	Spring C	Spring D	Summer A	Summer B
What Students Will Learn	Communicating Info Using Text Students will: • be introduced to the concepts that underpin computing lessons (Information, Communication, Technology) • share information about themselves using a range of communication strategies (verbal, signing, symbols, demonstrating preferences) • explore using the computer to collect and store information about themselves • use Publisher to record information about themselves		Creating Pictures Students will: • develop an understanding that creating pictures shares information about personal ideas • interact with MS Paint to edit or copy images • explore using tools within MS Paint to create images depicting own ideas • use functions such as undo and save	Introduction to Presentations Students will: explore PowerPoint presentations show an awareness of the benefits of using PowerPoint use PowerPoint to share information using various media (pics, words & text) begin to consider presentation of information (exploring formatting techniques)	E-Safety - What & Where We Share Students will: • develop an understanding of what e-safety means • share experiences of using technology to communicate • understand what personal information is • suggest good practise when using social media around sharing personal information	Inputs, Process & Outputs Students will: explore various technology (including sensory toys and everyday household technology) begin to understand that technology is controlled by the user communicate about technology that they regularly use (sharing preferences) identify inputs and outputs of technology
Key Vocabulary	Publisher, pictures, text, Word Art, toolbar, tabs, insert, copy, paste, open, save, server, drives, resize, edit, format, computing, inf, communication, technology.		Paint, images, pictures, develop, create, tools, tabs, resize, undo, redo, flood fill, colour, open with, save as, jpg, computing, inf, comm, tech.	PowerPoint, present, presentation, slide, pictures, text, sound, video, animations, transitions, toolbar, tabs, format, computing, inf, comm, tech.	E-safety, safe, internet, world wide web, browser, private, public, social media, private messaging, computing, inf, comm, tech.	Input process, output, control, commands, instructions, cause, effect computing, inf, comm, tech.
Key Skills	 Fine motor skills - use mouse to navigate screen and select or make selections using touch screen. Sorting - recognise the difference between 'types of information' and 'information topics'. Communication - respond to questions about self sharing info verbally/with symbols/VOCA and using MS Publisher software. Organisation - open new files, save documents which have been edited, locate and open saved files with support as appropriate. 		 Creativity - exploring tools and their effects. Selection - choosing particular tools for specific purposes. Sequencing - building 'layers' on pictures (background then foreground). FMS - using various access methods to make marks. 	 Problem solving - consider ways a book can be shared more easily in a larger group. Comparing & evaluating - PowerPoint purpose and appearance. Organisation - create, save & use multimedia to create a talking book. 	 Communication - respond to q's about self & experiences of social media. Sorting - info into personal and private. Turn taking - class discussions, class games re e-safety. Literacy - writing rules around using social media safely. 	 FMS - explore technology and make something happen. Identify familiar control tech and how it is used. Sequence events of using technology. Be able to give suggested commands to enable technology to work.

Year 8	Autumn A	Autumn B	Spring C	Spring D	Summer A	Summer B
What Students Will Learn	Communicating Info with Numbers Students will: explore organising data to make information easier to read record data using written methods use technology to explore data display methods understand that using technology allows changes to be made to data more easily	An Intro to Binary Students will: explore methods we use to share information understand that computers only use two digits to share information develop an understanding of bits and bytes of information apply binary principle in other areas (pictures and sounds)	Capturing & Editing Digital Images Students will: explore ways in which 'moments in time' have been recorded compare technology used to capture images transfer images to be shared with others use software to enhance digital images (basic and advanced enhancements)	Computational Thinking (Boolean Theory) Students will: explore problem solving techniques used everyday understand that Boolean Theory links to the Binary system apply Boolean theory to sorting information use Boolean terms when conducting searches on the internet and in databases	Electronic Communication Students will: • explore methods used to share public/private info • compare sharing information via post and email • use an email account to read, send, sort, and reply to correspondence • identify the benefits of using email to communicate	Introduction to Databases Students will: • explore different types of data • recognise everyday systems used to store data, understanding why technology is preferred • collect data respectfully • use a database to store, sort and search data
Key Vocabulary	Excel, data, information, record, writing, numbers, accurate, charts, display, share, present, cell, more, less, save, compare, cells, edit, format.	Binary, digits, numbers, letters, shapes, decimal, zero, one, computer, technology, bits, bytes, off, on.	Photoshop, pictures, images, record, save, digital, camera, file, transfer, edit, change, software, hardware, server, open with, crop, cookie cutter, effects.	Boolean, yes, no, binary, zero, one, problem, solution, method, information, organise, search, sort.	Email, information, public, private, messages, text, pictures, attachment, files, compare, read, sort, send, delete, reply, spam, safe, trust.	Database, type, topic, information, text, number, picture, money, list, system, save, sort, search, GDPR, respect, safe, accurate, compare, technology, improve.
Key Skills	items on perceived and given criteria. Comparing - methods used to share info. Reasoning - why one method is better than another. FMS - creating paper	 GMS - ball pool sorting. Organising info - sorting types of info. Ordering - binary number sequence. Pattern recognition - binary art problems. Team work - sorting large amounts of 'data' Communication. 	 Comparing - hardware and software used in editing pictures. Following instructions - transferring images. FMS - taking pictures, editing digital images. Organising - timeline of technology/images. Evaluating - own and others work. 	 Problem solving - identify and use everyday techniques. Decomposition - breaking strategies into smaller parts. Communication - questions formulation/ accurate responses. Sorting - recognising characteristics of data. 	 Communication - differences between spoken/written, formal/informal. Comparing - traditional and technological. Sequencing - timeline of communication methods. Critical thinking - decision making re: email to delete. 	 Communication - forming and asking questions. FMS - recording & entering data on paper. Teamwork - collecting information. Sorting & searching - the information. collected on paper and in the database.

Year 9	Autumn A	Autumn B	Spring C	Spring D	Summer A	Summer B
What Students Will Learn	Writing for Different Audiences (Fact, Opinion, Bias) Students will: • understand that newspapers use different types of information to communicate • explore word processing software and tools used to change the appearance of text • recognise true and false news reports • explore writing a fictional news report		Introduction to Spreadsheets Students will: explore ways to complete calcs understand the importance of organising data store data understand that technology can make calcs easier	Introduction to Animation Students will: • explore various types of animation • share preferences about animations • collaborate with others to create digital images • explore and choose sound files to add to an animation	Introduction to Programming Students will: • understand what an algorithm is • write an algorithm for an everyday problem • record commands using different 'languages' • knows when a program needs to be 'debugged'	Programming: BeeBots Students will: • understand that technology needs commands • use floor and onscreen turtles • sequence and input commands • use units of measurement in a program
Key Vocabulary	Word processing, Microsoft Word, software, hardware, information, type, topic, newspapers, public, cut, paste, words, pictures, importance, highlight, organise, find, replace, spellcheck, save, format, fact, fiction, bias, opinion, Photoshop.		Excel, numbers, cells, data, information, calculation, sum, equals, formula, code, save, edit.	Animation, real, drawn computer generated, model, paint, small changes, moving quickly, create, capture, camera, edit, tools, time, save, picture, sound, mp3, Windows Movie Maker.	Algorithm, problem, solution, language, command, control, controller, program, programmer, problem, debug, fix, instruction, outcome, flowchart.	Program, floor robot, onscreen robot, instruction, command, measurement, amount, direction, debug, fix, plan, practise, record.
Key Skills	 Categorising - sorting newspaper samples depending on the type of information used. Literacy - reading/interpreting information displayed in newspaper format. Communication - sharing information (verbally/VOCA/using symbols) about newspaper articles. FMS - using the keyboard and mouse to enter information. Reflective - being able to assess the validity of information they've read. 		 Sorting - grouping data items into text and numerical. Numeracy - number recognition, completing simple calculations, using maths equipment. Evaluating - methods of working with numbers. Problem solve - address issues with calcs which may not work. 	 Exploration - tolerate clips which may not be favourites. Communication - preferences about clips. Teamwork - working as a class to share ideas, acknowledging others' input. Planning - identifying number of images/clips required. 	 Problem solving - identifying solutions (algorithms) to everyday issues. Literacy - recording/writing solutions/algorithms. Evaluating - review and amend algorithms. Ordering - symbols or instructions of possible solutions. 	 Ordering - commands to create correct instructions. FMS/GMS - manipulating buttons on floor robots. Numeracy - using numbs to include measurements. Problem solving - changing instructions where necessary to correct algorithm.

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9 (SFL)	Autumn A	Autumn B	Spring C	Spring D	Summer A	Summer B
	Writing for Different Audiences		<u>Using</u>	Introduction to	Creating	Programming:
What Students Will Learn	(Fact, Opinion, Bias) Students will: explore techniques used by newspapers to share information use a range of tools within word processing software to share written information understand that news reports are based on facts, however can be biased recognise the impact that sharing factually incorrect information can have		Excel Students will: explore ways to complete calcs enter data accurately into Excel create formulas to complete calcs understand that using Excel allows data to be	Animation Students will: • understand what an animation is • recognise various types of animation • create digital images for an animation • use software to export images as an	Algorithms Students will: understand what an algorithm is use flowcharts to show logic use the terms 'if' and 'else' when writing an algorithm debug a program	Scratch Students will: • explore writing programs using different methods • use text programming • use visual programming • identify programming in everyday applications/life
Key Vocabulary	Word processing, Microsoft Word, software, hardware, information, type, topic, newspapers, public, cut, paste, words, pictures, importance, highlight, organise, find, replace, spellcheck, save, format, fact, fiction, false, bias, opinion, Photoshop, distributing.		edited more easily Excel, numbers, cells, data, information, calculation, sum, equals, formula, code, save, edit, brackets, correct, edit.	animation Animation, real, drawn computer generated, model, paint, small changes, moving quickly, create, capture, camera, edit, tools, time, save, export, picture, sound, mp3, Paint, Audacity, Windows Movie Maker.	Algorithm, problem, solution, language, command, control, controller, program, programmer, problem, debug, fix, instruction, outcome, flowchart, logic, if, else, and.	Scratch, program, floor robot, onscreen robot, sprite, instruction, command, measurement, amount, direction, debug, fix, predict, plan, practise, record, code, tabs, blocks, run, x and y coordinates.
Key Skills	 Categorising - selecting newspaper samples depending on the type of information used. Literacy - reading/interpreting information displayed in newspaper format, writing formally. Communication - sharing information (verbally/VOCA/using symbols/in writing) about newspaper articles. FMS - keyboard skills Reflective - being able to assess the validity of information they've read. 		 Sorting - grouping data items into text and numerical. Numeracy - number recognition, writing calcs, using maths equipment. Evaluating - methods of working with numbers. Problem solve - address issues with calcs which may not work. 	 Comparing - animation techniques. Communication - suggest suitable clips. Planning - identifying number of images/clips required. FMS - using mouse or touch screen to create images. 	 Problem solving - identifying solutions (algorithms) to everyday issues. Literacy - writing solutions/algorithms. Evaluating - review and amend algorithms. Ordering - instructions of possible solutions. Logical thinking - apply if & else appropriately. 	 Comparing - programming languages/software. Problem solving - creating algorithms for specific paths. Numeracy - using directional language, understanding angles and turns. Reflective - identifying programming in real life.

Year 10	Autumn A	Autumn B	Spring C	Spring D	Summer A	Summer B
What Students Will Learn	Exploring Formatting Techniques Students will: • recall tools within desktop publishing software • developing an understanding of how colours, shapes and text share information by matching them to familiar signs and brand logos • explore formatting tools and use them (with support as necessary) to display choices about colour schemes for a fictional company • explore public and private information, developing an understanding of what needs to be shared on a business or ID card		Visual Programming: Coding with BeeBots Students will: • understand that robots do not think for themselves but follow user commands • explore giving simple commands to humans, floor turtles and machines • recognise the result of given commands • predict what will happen when a command is given		Handling Data Students will: explore various forms of data sort data based on perceived and given attributes answer yes/no questions about data work collaboratively to create a branching database	Public Info Systems - Weather Reports Students will: • communicate info about the weather • understand that info can be shared in different formats • collect and organise secondary info • use multimedia to create a weather report
Key Vocabulary	Publisher, pictures, text, Word Art, toolbar, tabs, insert, copy, paste, open, save, server, drives, resize, edit, format, brand, colour, colour picker, business card.		sprite, instruction, commamount, direction, debug	ratch, program, floor robot, onscreen robot, ite, instruction, command, measurement, punt, direction, debug, fix, predict, plan, actise, record, code, blocks, run.		Information systems, public, private, personal, type, format, information, collect, organise, Audacity, Windows Movie Maker, camera, microphone, sound, images, symbols, videos.
Key Skills	 Matching - colours, shapes and text styles to common logos. Exploring - colour schemes, recognising how colours project feelings. Ordering - info and details in a suitable format. Communication - sharing ideas and preferences. 		Communication - giving commands, using single commands. Predicting - what might commands. Ordering - instructions outcome. Problem solving - debug	words and a series of happen with given to achieve a specific	 Sorting - data into correct categories. Describe - attributes of data, assigning categories. Communication - answering and formulate yes/no questions. Team work - contribute to class database. 	Communication - acting out/talking about weather. Analysing - data and its validity. Numeracy - ordering temperatures, days and dates. Literacy - using simple sentences to describe the weather.

Year 10	Autumn A	Autumn B	Spring C	Spring D	Summer A	Summer B
What Students Will Learn	Creating Business Print Media Students will: • understand how colours, shapes and text share information by matching them to familiar signs and brand logos • use standard formatting tools appropriately • explore advanced colour formatting tools to create a whole document colour scheme • design a print media package for a fictional company		Programming: Block & Java Script Students will: • Understand that coding is used daily around, being able to identify everyday items that have been 'coded' • use blocks of code to achieve a given outcome • understand blocks of code have detailed code 'behind' them (developing an awareness of Java Script) • make predictions and debug programs to achieve a given outcome		Data Query Techniques Students will: • identify and collect various data types • develop understanding of data attributes • create yes/no q's to organise data/create branching database • query data by sorting importing and comparing	Public Info Systems - Weather Reports Students will: • understand info can be shared in different formats • recognise the diff between primary & secondary data • collect and organise secondary info • use multimedia to present weather info
Key Vocabulary	Publisher, pictures, text, Word Art, toolbar, tabs, insert, copy, paste, open, save, server, drives, resize, edit, format, brand, colour scheme, colour picker, logo, business card, letterhead, template.		Scratch, JavaScript, prosprite, instruction, commamount, direction, debug practise, record, code, to coordinates, detail.	nand, measurement, , fix, predict, plan,	Database, data, information, type, attribute, sort, organise, binary, yes, no, branching database, pictures, text, question, formulate.	Information systems, public, private, personal, type, format, information, collect, organise, Audacity, Windows Movie Maker, camera, microphone, sound, images, symbols, videos, primary, secondary.
Key Skills	 Creativity - identify and explore colour schemes. Design - explore and use shapes and formatting techniques to create a brand design. Evaluating - feedback constructively on own and other's designs. Literacy - sharing relevant information with text. 		 Predict - what will happ are used. Problem solve - identify run as expected and ma appropriate. Literacy - reading block Organising - sorting blo given outcome. 	why programs haven't ke alterations as s of code.	 Sorting - data into correct categories. Describe - attributes of data, assigning categories. Communication - answering and formulate yes/no questions. Planning - to create branching database. 	 Analysing - data and its validity. Research - collect data from primary and secondary sources. Numeracy - ordering temperatures, days and dates. Literacy - using words/text to give info about weather.

Year 11	Autumn A	Autumn B	Spring C	Spring D	Summer A	Summer B
What Students Will Learn	Sharing Information Using Technology Students will: • identify where images & text are used in leaflets, recognising the information they are sharing • work collaboratively to collect information from various sources (websites, image libraries, personal accounts) • select suitable text and pictures to share specific information • make and communicate choices about formatting options		How a Computer Works Students will: • explore the use of various hardware to make something happen on screen • name familiar hardware • recognise the function of hardware • exploring examples of networks, for example transport		Capturing & Editing Digital Photos Students will: • use technology with support to capture digital images • compare software and identify advantages • use basic tools to edit an image • explore layering images to make a fictional image	Communicating Info (Personal Statements) Students will: • share basic personal info about self, using speech/symbols/VOCA • share preferences about learning • add text and pictures to documents • print and save documents
Key Vocabulary	Publisher, information, communicate, public, private, type, topic, pictures, text, map, numbers, times, prices, collect, save, organise, publish, print, leaflet, source, edit, format, icon, toolbar, highlight, select, font, emphasise.		Hardware, software, switch, mouse, keyboard, screen, computer, speaker, headphones, printer, microphone, joystick, job, function, network.		Photoshop, pictures, images, record, save, digital, camera, file, transfer, edit, change, software, hardware, evaluate, server, open with, crop, cookie cutter, magnetic lasso, layers.	Personal statement, about me, school life, words, pictures symbols, texts, favourite, enjoy, learn, achieve, lesson, insert, new page, save, print, share.
Key Skills	 Research - collect images and text from various sources. Communication - share interests and preferences in larger and smaller groups. Organisation - plan and position text and pictures appropriately. Literacy - create short sentences to share information. 		 FMS/GMS - using a ran appropriately. Literacy - reading hards symbols/keywords. Communicating - about thardware. Independence - setting correctly. 	ware names, functions and use of	 Comparing - software used to edit pictures. FMS - taking pictures, editing digital images. Evaluating - own and others work. Communication - requesting consent to take pics. 	 Communication - sharing info about self in large and small groups. Recording - using pics and words. Organise - text and pictures to share info. Review - previous info shared, ideas noted and edit where appropriate.

Year 11 (SFL)	Autumn A	Autumn B	Spring C	Spring D	Summer A	Summer B
What Students Will Learn	Producing an Information Leaflet Students will: Recognise key information types used in leaflets and use these to relay information with others use various sources to collect information, recognising the reliability of these sources organise information, using subsections to clear define different areas use formatting tools consistently within desktop publishing software		Computer Systems Students will: • identify key hardware, be able to talk about its function, developing an understanding of how it interacts with other hardware • understand how binary is used in a computer • explore key internal components of a computer • understand the term network and recognise everyday networks such as transport and communication		Capturing & Editing Digital Photos Students will: • use technology to capture digital images • transfer and organise files using suitable filenames • use advanced tools to edit and layer images • print and export an images	CV Writing Students will: • evaluate CVs & identify good practise • identify the best software to create a CV • formally record info about their academic career using MS Word • use basic formatting tools to highlight headings, etc
Key Vocabulary	Publisher, information, communicate, public, private, type, topic, pictures, text, map, numbers, times, prices, collect, save, organise, publish, print, leaflet, source, edit, format, icon, toolbar, highlight, select, font, emphasise, subsection, consistency, reliability, validity.		Hardware, software, operating system, binary, computer, motherboard, input unit, output unit, CPU, GPU, RAM, storage unit, memory, speed, writing, processing, network, wide area (WAN), local area (LAN), personal area (PAN).		Photoshop, pictures, images, record, save, optical, digital, camera, file, transfer, edit, change, software, hardware, evaluate, server, open with, crop, cookie cutter, magnetic lasso, layers, files, folders, rename.	Microsoft Word, personal statement, CV, job application, evaluate, personal details, school life, interests, hobbies, details, word processing, subheadings, format, highlight, professional, consistent.
Key Skills	 Research - search for, evaluate and collate images and text from various sources. Organisation - plan and position text and pictures appropriately. Literacy - use text (and longer sentences) to share more detailed info. Creativity - use format & design tools to develop the design of the leaflet. 		 FMS - connecting and u Communicating - about that hardware. Problem solving - troubleworking as expected. Reflective - identify expected. 	functions and use of eshooting hardware not	 Comparing - software used to edit pictures. Following instructions - transferring images. FMS - taking pictures, editing digital images. Evaluating - own and others work. Communication - requesting consent. Life skills - awareness of GDPR. 	 Evaluating - review others and own CV. Literacy - create sentences to share info about self. Communication - use appropriate formal language. Creativity - use formatting tools to ensure professional presentation.