

IT/Computing Scheme of Work 2023-24: YEAR 7

AUTUMN TERM 1: SEPT - OCT	AUTUMN TERM 2: OCT - DEC	SPRING TERM 1: JAN - FEB
<p align="center">Introduction to Google software/Chromebooks/Google classroom/E-safety</p>	<p align="center">Website Design</p>	<p align="center">History of Game Design</p>
<p>AO: to explore the different G-Suite software and how to use Google classroom.</p> <p>Pupils will explore the different features and software available on Google Chromebooks and learn how to use Google classroom. Pupils will learn about the dangers of the internet and how to stay safe online.</p> <p>Topics:</p> <ul style="list-style-type: none"> To develop knowledge about how to use Google classroom and how to search for my work on my Google Drive. To use Google Slides presentation software. To use Google Docs word processing software. To use Google Sheets spreadsheet software. To use Google Forms software and learn how to integrate software for a purpose. To learn about the dangers online. To know how to deal with issues regarding e-safety. 	<p>AO: to design and create a website using project planning tools.</p> <p>Pupils will explore website design using project planning tools and create a site using Google sites software.</p> <p>Topics:</p> <ul style="list-style-type: none"> To evaluate good and bad website design and analyse what makes a website suitable for purpose. Pupils will be introduced to project planning tools to set targets and analyse the requirements of their proposed website. Pupils will use planning tools to manage their proposed website. Pupils will design and create a website and will make improvements from feedback. 	<p>AO: to compare how technology has developed over the years by analysing how computer games technology has progressed from the very first computer games.</p> <p>Pupils will explore how game design and technology has developed over the years. Pupils will learn about pioneers of gaming technology and consider what then future holds.</p> <p>Topics:</p> <ul style="list-style-type: none"> To research, identify and sequence game consoles on a timeline. To research and describe a Pioneer of Computer Game History. To identify and research different game consoles and how technology has developed. To consider the future of computer games.
SPRING TERM 2: FEB - MAR	SUMMER TERM 1: APR - MAY	SUMMER TERM 2: JUN - JUL
<p align="center">Spreadsheets</p>	<p align="center">Computer Legislation creating an Interactive Product</p>	<p align="center">Scratch</p>
<p>AO: to explore the purpose and features of spreadsheet software</p> <p>Pupils will explore modelling data using spreadsheet software.</p> <p>Topics:</p> <ul style="list-style-type: none"> Identify columns, rows, cells, and cell references in spreadsheet software. Use formatting techniques in a spreadsheet. 	<p>AO: to explore computer legislation by creating an interactive product</p> <p>Pupils will explore project planning tools and computer legislation to understand how this relates to creating an IT product.</p> <p>Topics:</p> <ul style="list-style-type: none"> To develop a presentation proposal using planning tools. 	<p>AO: to create an animation or game using Scratch coding language.</p> <p>Pupils will explore Scratch and learn the basic skills to create a game or animation.</p> <p>Topics:</p> <ul style="list-style-type: none"> To develop a game/animation using planning tools. To delete, select, create sprites/backgrounds. To create basic code to create an animation or game.

<ul style="list-style-type: none">• Use basic formulas with cell references to perform calculations in a spreadsheet (+, -, *, /).• Use the autofill tool to replicate cell data.• Analyse data.• Create appropriate charts in a spreadsheet.• Use the functions SUM, COUNTA, MAX, and MIN in a spreadsheet.• Use conditional formatting in a spreadsheet.	<ul style="list-style-type: none">• Copyright and Patents Act in my presentation development.• To consider GDPR in my presentation development.• To consider Computer Misuse Act in my presentation development.• To create advanced features to their presentation.• To review and evaluate their proposal.	<ul style="list-style-type: none">• To test and debug my work.• To review and evaluate their app and suggest future development and maintenance.
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