



# CURRICULUM MAP

Term Autumn 12 weeks	Foundation Year 7	Term Spring 10 weeks	Foundation Year 7	Term Summer 14 weeks	Foundation Year 7
<p>Literacy foci Reading skills Terminology and vocabulary Spelling tests</p> <p>Homework <a href="https://quizizz.com/">https://quizizz.com/</a> &amp; spelling on SMHW</p> <p>Revisiting, revising, remembering opportunities Starter activities Sam Learning <a href="https://quizizz.com/">https://quizizz.com/</a></p> <p>Data Snapshot</p>	<p><b>Units:</b> <b>7.1 Digital Citizens</b></p> <p><b>NC Content:</b></p> <p>Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.</p> <p>Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.</p> <p><b>7.2 Game on (Scratch)</b></p> <p><b>NC Content:</b></p> <p>Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions.</p> <p>Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.</p> <p><b>Enrichment/life and work skills:</b> Computer Science Club</p> <p><b>Assessments:</b> <a href="https://quizizz.com/">https://quizizz.com/</a> Quiz.</p> <p><b>Endpoint:</b> Students will understand how to keep safe online, they will learn how to create a game using block programming.</p>	<p>Literacy foci Reading skills Terminology and vocabulary Spelling tests</p> <p>Homework <a href="https://quizizz.com/">https://quizizz.com/</a> &amp; spelling on SMHW</p> <p>Revisiting, revising, remembering opportunities Starter activities Sam Learning <a href="https://quizizz.com/">https://quizizz.com/</a></p> <p>Data Snapshot</p>	<p><b>Units:</b> <b>7.3 What are Computers</b></p> <p><b>NC Content:</b></p> <p>Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.</p> <p>Understand how instructions are stored and executed within a computer system.</p> <p>Understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits .</p> <p><b>7.4 Web Awareness</b></p> <p><b>NC Content:</b></p> <p>Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users</p> <p><b>Enrichment/life and work skills:</b> Computer Science Club</p> <p><b>Assessments:</b> <a href="https://quizizz.com/">https://quizizz.com/</a> Quiz.</p> <p><b>Endpoint:</b> Students will understand how Computers work and how websites are created.</p>	<p>Literacy foci Reading skills Terminology and vocabulary Spelling tests</p> <p>Homework <a href="https://quizizz.com/">https://quizizz.com/</a> &amp; spelling on SMHW</p> <p>Revisiting, revising, remembering opportunities Starter activities Sam Learning <a href="https://quizizz.com/">https://quizizz.com/</a> Revision for Summer exam</p> <p>Data Snapshot</p>	<p><b>Units:</b> <b>7.5 Control</b></p> <p><b>NC Content:</b></p> <p>Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems.</p> <p>Understand simple Boolean logic [for example, AND, OR and NOT] and some of its uses in circuits and programming.</p> <p><b>7.6 Game Development</b></p> <p><b>NC Content:</b></p> <p>Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.</p> <p>Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability</p> <p>Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions.</p> <p><b>Enrichment/life and work skills:</b> Computer Science Club</p> <p><b>Assessments:</b> End of Year Assessments.</p> <p><b>Endpoint:</b> Students will understand how computers are used to make decisions, students will understand how to design and create games.</p>

*The progressive, inclusive curriculum 'skills, knowledge and concepts: literacy, life skills and enrichment'*



# CURRICULUM MAP

Term Autumn 12 weeks	Foundation Year 8	Term Spring 10 weeks	Foundation Year 8	Term Summer 14 weeks	Foundation Year 8
<p>Literacy foci Reading skills Terminology and vocabulary Keywords Spelling tests</p> <p>Homework <a href="https://quizizz.com/">https://quizizz.com/</a> &amp; Spelling on SMHW</p> <p>Revisiting, revising, remembering opportunities Starter activities Sam Learning <a href="https://quizizz.com/">https://quizizz.com/</a></p> <p>Data Snapshot</p>	<p><b>Units:</b> <b>8.1 Cryptography</b> <b>NC Content:</b></p> <p>Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions .</p> <p>Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.</p> <p><b>8.2 Data</b> <b>NC Content:</b></p> <p>Understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits.</p> <p><b><u>Enrichment/life and work skills:</u></b> <b>Computer Science Club</b></p> <p><b><u>Assessments:</u></b> <a href="https://quizizz.com/">https://quizizz.com/</a> Quiz. <b><u>Endpoint:</u></b> Students will have a knowledge of Cryptography and how encryption works, they will also understand the different types of data computers represent.</p>	<p>Literacy foci Reading skills Terminology and vocabulary Keywords Spelling tests</p> <p>Homework <a href="https://quizizz.com/">https://quizizz.com/</a> &amp; Spelling on SMHW</p> <p>Revisiting, revising, remembering opportunities Starter activities Sam Learning <a href="https://quizizz.com/">https://quizizz.com/</a></p> <p>Data Snapshot</p>	<p><b>Units:</b> <b>8.3 Python Magic</b> <b>NC Content:</b></p> <p>Understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem.</p> <p>Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions.</p> <p><b>8.4 Logic</b> <b>NC Content:</b></p> <p>Understand simple Boolean logic [for example, AND, OR and NOT] and some of its uses in circuits and programming; understand how numbers can be represented in binary, and be able to carry out simple operations on binary numbers [for example, binary addition, and conversion between binary and decimal]</p> <p><b><u>Enrichment/life and work skills:</u></b> <b>Computer Science Club</b></p> <p><b><u>Assessments:</u></b> <a href="https://quizizz.com/">https://quizizz.com/</a> Quiz. <b><u>Endpoint:</u></b> Students will develop a range of coding skills and understand constructs, they will understand the importance of logic in Computing.</p>	<p>Literacy foci Reading skills Terminology and vocabulary Keywords Spelling tests</p> <p>Homework <a href="https://quizizz.com/">https://quizizz.com/</a> &amp; Spelling on SMHW</p> <p>Revisiting, revising, remembering opportunities Starter activities Sam Learning <a href="https://quizizz.com/">https://quizizz.com/</a> Revision for Summer exam</p> <p>Data Snapshot</p>	<p><b>Units:</b> <b>8.5 Cyber Crime and Security</b> <b>NC Content:</b></p> <p>Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems.</p> <p>Understand simple Boolean logic [for example, AND, OR and NOT] and some of its uses in circuits and programming; understand how numbers can be represented in binary, and be able to carry out simple operations on binary numbers [for example, binary addition, and conversion between binary and decimal]</p> <p><b>8.6 Data Representation</b> <b>NC Content:</b></p> <p>Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.</p> <p>Understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits.</p> <p><b><u>Enrichment/life and work skills:</u></b> <b>Computer Science Club</b></p> <p><b><u>Assessments:</u></b> <b>End of Year Assessment.</b> <b><u>Endpoint:</u></b> Students will understand the importance of Cyber security and how data is handled by computers.</p>

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