EPCHS Computing 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 interested, engaged, and to most importantly develop skills that will be built upon throughout their school career. Year 7 content will be delivered using Microsoft Teams.

Year/Term	Unit of Work	Intent
Autumn	eSafety and the Impact of Technology	To promote safe and positive use of digital technologies, including: • the Internet, • Social Media, • being aware of strangers online.
	Baseline Test	To assess prior knowledge and to consider areas for future development.
	Digital Literacy: clear messaging in Digital Media	To learn and develop basic skills within Microsoft PowerPoint. Skills will include: • Inserting text boxes • Inserting images (from internet/file) • Adding slide transitions • Adding slide animations • Creating hyperlinks to other areas in the PowerPoint/website links • Editing text • Adding shapes To learn and develop basic skills within Microsoft Word. Skills will include: • Using the alignment tools • Learning how to use bold, italics, underline • Editing font colour • Changing font style and size Using bullet points
Spring	Networks and the Internet	To learn about the different components of a computer system and networks. This includes: • hardware, • software, • history of computer systems, • an introduction to the Four Cornerstones of Computational Thinking.

	Microsoft Office: Excel	To learn and develop basics skills within Microsoft Excel. Skills will include: • 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.
Summer	Scratch Project	To learn how to use code blocks on the program Scratch to create original games/scenes. 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 to create a unique game or scene.