

## Curriculum Sequencing Grid: (KS3 – Y7 Computing)

Year 7	Term 1	Term 2	Term 3
<b>Unit</b> (Tablet in 39 week plan)	<ul><li>Introduction</li><li>Slave to Technology</li></ul>	• Spreadsheets	<ul><li>Programming- Scratch</li><li>Computer Systems- Hardware</li><li>Computer Systems- Software</li></ul>
Key Retainable Knowledge (Required for Y11/13)  What How Why	<ul> <li>Students to familiarise         themselves with the computer         systems at Maltby Academy,         and basic Presentation skills.</li> <li>Students shown risks and         dangers of working online and         e-safety.</li> </ul>	Students taught basic spreadsheet skills, and links into data modelling.	<ul> <li>Students given introduction into programming techniques using block/non-textual programming.</li> <li>Students given insight into the physical components of a computer setup.</li> <li>Students given insight into the possible digital components of a computer setup.</li> </ul>
Key Technical Vocabulary (To be modelled and deliberately practiced in context.)	<ul> <li>Presentation software</li> <li>Username</li> <li>Password</li> <li>Moore's Law</li> <li>Technology</li> <li>Email</li> <li>Attachment</li> <li>Carbon Copy</li> <li>Blind Carbon Copy</li> <li>E-Safety</li> <li>Cyber Bullying</li> <li>Social Network</li> <li>Addiction</li> <li>Advantage</li> <li>Disadvantage</li> </ul>	<ul> <li>Spreadsheets</li> <li>Row</li> <li>Column</li> <li>Cell</li> <li>Cell Reference</li> <li>Active Cell</li> <li>Label</li> <li>Value</li> <li>Currency</li> <li>Borders</li> <li>Shading</li> <li>Formula</li> <li>Function</li> <li>Graph/Chart</li> <li>What If Investigation</li> </ul>	<ul> <li>Non-Textual Programming</li> <li>Stage</li> <li>Sprite</li> <li>Blocks</li> <li>Costumes</li> <li>Control</li> <li>Motion</li> <li>Event</li> <li>Scripts</li> <li>Sensing</li> <li>Iteration</li> <li>Broadcasting</li> <li>Variables</li> <li>Hardware</li> <li>Software</li> </ul>



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	<ul> <li>Misuse</li> <li>Security Risk</li> <li>Preventing</li> <li>Internet</li> <li>Uniform Resource Locator</li> </ul>	Format	<ul> <li>Input Device</li> <li>Output Device</li> <li>CPU</li> <li>Motherboard</li> <li>Peripheral</li> <li>RAM</li> <li>ROM</li> <li>Operating System</li> <li>Utility Software</li> <li>Application Software</li> </ul>
Opportunities for Reading	<ul><li>BBC BITESIZE</li><li>TEACH ICT</li><li>Twitter</li></ul>	<ul><li>BBC BITESIZE</li><li>TEACH ICT</li><li>Twitter</li></ul>	BBC BITESIZE     TEACH ICT     Twitter
Developing Cultural Capital (exposure to very best- essential knowledge and skills of educated citizens – appreciation of human creativity and achievement.)	<ul><li>Bebras</li><li>Hour of Code.</li></ul>	Bebras     Hour of Code	<ul><li>Bebras</li><li>Hour of Code</li><li>Litebot</li></ul>
Cross Curricular Links (Authentic Connections)	Life Skills – E-Safety	Maths – Spreadsheet skills, coordinates	Maths – Programming skills - equations
Key Assessment	SPA and CTG embedded into lesson structures.	SPA and CTG embedded into lesson structures.	SPA and CTG embedded into lesson structures.



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