## OVERVIEW

In Year 7 students develop a range of skills that allow them to get a better understanding of different sectors of computing. Students will begin to develop their skills in three main areas: Digital Literacy, ICT and Computer Science.

Year 7 students will be taught how to use computers and online features safely, making them aware of the dangers that can arise and using social media responsibly. Students will also develop their creative digital skills by developing a range of products with a focus on graphic editing and the presentation of information on a digital document.

## Aut

**Unit 7.1 Impact of the Technology - Collaborating online respectfully**

- Creating secure passwords and logging onto the school system
- Navigating TEAMS (Assignments, One Drive, Class Notebook)
- Accessing learning platforms
- Communicating with emails (creating folders, sending, receiving, saving attachments)
- Cyberbullying, sexting, grooming, catfishing
- How to play online respectfully
- How to identify fake news

**Assessment:**

Creating a comic strip to explain how to keep safe online and how to report any issues.

## Spr

**Unit 7.2 Codes and Messages**

- How to decrypt and encrypt using pig pen and Caesar Cipher
- Convert denary to binary, binary to denary
- Complete binary addition
- Use sequences of binary digits to represent images and sounds

**Unit 7.3 Programming-Scratch**

- Creating scratch code- including sprites, altering speed, changing costume, IF statements and loops.

**Assessment:**

Practical assessment using binary.

Practical assessment creating and debugging a scratch program.

## Sum

**Unit 7.3 Programming-Scratch**

- Use coordinates to control a sprite.
- Understanding the terms, selection and how they apply to programming.

**Unit 7.4 Graphics**

- Photopea.com
- Removing objects (Magic wand tool, polygonal lasso select tool, fill tool, patch tool, spot healing brush tool)
- Using layers
- Using text (text overlaid, fonts, colour, text wrapping)

**Assessment:**

Practical assessment creating a media product.

**Useful resources for supporting your child at home:**
**Programming:**
Useful resources for supporting your child at home:
-Teaching coding made easier(TurningLab) https://www.turinglab.co.uk/
**Graphics:**
Sue Farrimond Tutorials - Creating Media Products (google.com)