

Year 7

Timing	Unit Title	Key Question	Knowledge	Assessing Understanding
Autumn Half Term 1	B - DTP	How do I produce work of professional quality?	<ul style="list-style-type: none"> • What is DTP? • Layout – Frames / Flowing / Alignment • Rules for professional layout • Fine-tuning and checking work 	<p>How understanding is assessed :</p> <ul style="list-style-type: none"> • Complete a task to a given specification • Lay out and print an accurate, professional looking document <p>Skills</p> <ul style="list-style-type: none"> • Technical DTP – frames / pictures / text • Visual literacy – spotting small errors and correcting them • <p>Assessment point information Marks for this work will feed into an Assessment Point BM data will be collected on the accuracy of their work and their ability to spot their own mistakes</p>
	F – Presentation Skills	How do I give a good presentation?	<ul style="list-style-type: none"> • Good and bad presentations • Picture handling • Working with a partner • Key points for presenting live 	<p>How understanding is assessed :</p> <ul style="list-style-type: none"> • Girls give a presentation in pairs • Peer review is undertaken immediately • Girls reflect on their own work / work <p>Skills</p> <ul style="list-style-type: none"> • Technical – layout / content / timings • Presentational : <ul style="list-style-type: none"> ○ speaking ○ rehearsal ○ eye contact

				<p>Assessment point information Marks for this work will feed into an Assessment Point BM data will be collected on their motivation and progress while working.</p>
Autumn Half Term 2	D - Modelling	How do I create and use a computer model?	<ul style="list-style-type: none"> ● Basic spreadsheet jargon ● Use of formulae ● SUM and when to use it ● Named cells / absolute referencing ● Reasons for using graphs ● How to make a professional graph ● Goal Seek 	<p>How understanding is assessed :</p> <ul style="list-style-type: none"> ● BM data collection on progress in lessons ● Small homework tests to check understanding ● Final practical assessed exercise <p>Skills</p> <ul style="list-style-type: none"> ● Use of formulae ● Use of named cells ● Production of professional graphs <p>Assessment point information Marks for this work will feed into an Assessment Point BM data will be collected on their progress while working, as well as any ingrained errors from Primary School which need fixing.</p>

	Z - Firebreak	How do I improve in future?	<ul style="list-style-type: none"> • DIRT time • Introduction to Target Setting in Computing • Complete TS for Module B • If time do Module F also 	<p>How understanding is assessed :</p> <ul style="list-style-type: none"> • Target setting sheets are submitted and checked <p>Skills</p> <ul style="list-style-type: none"> • SMART target skills • Ability to understand and follow advice from teacher • Corrective skills in relevant Unit <p>Assessment point information N/R</p>
Spring Half term 1	I – Image Manipulation	How do I prepare assets for use by other programs?	<ul style="list-style-type: none"> • File types and their uses • File compression and why it is needed • Resizing and cropping of images • Image searching skills 	<p>How understanding is assessed :</p> <ul style="list-style-type: none"> • Progress is monitored in lessons • Ability to do this successfully forms part of the App assessment in Module A <p>Skills</p> <ul style="list-style-type: none"> • Compressing images • Resizing images for a given purpose • Choosing the correct filetype <p>Assessment point information BM data collected from these lessons is fed into an Assessment Point.</p>

Spring Half term 2	A – Making an App	How do I program my mobile phone?	<ul style="list-style-type: none"> ● Image styles for apps ● Searching for consistent images ● TABS and screens ● Different page items – image links / text/ maps ● Actions and what they can do ● Types of screen ● How do get the App on your phone 	<p>How understanding is assessed :</p> <ul style="list-style-type: none"> ● Completed Apps are assessed online ● Progress in lessons is recorded <p>Skills</p> <ul style="list-style-type: none"> ● Ability to source appropriate icons ● App Inventor technical skills ● Consistency in layout and design <p>Assessment point information Marks for this work will feed into an Assessment Point BM data will be collected on their progress while working.</p>
Spring Half term 2	M – Microbit Programming	How do I program the real world?	<ul style="list-style-type: none"> ● Connecting and programming a Microbit ● Inputs and outputs ● Simple sequencing ● Events and how to use them ● Using external devices with a microbit 	<p>How understanding is assessed :</p> <ul style="list-style-type: none"> ● Progress is monitored during lessons ● Girls complete a final exercise of their own choosing, which is assessed via a ‘show and tell’ session <p>Skills</p> <ul style="list-style-type: none"> ● Block programming ● Inputs and outputs ● Using events ● Connecting items to the microbit <p>Assessment point information Marks for this work will feed into an Assessment Point</p>

				BM data will be collected on their progress while working, as well as recording particularly keen students who work outside lessons.
Summer Half term 1	J – Databases I	How do I program a Database?	<ul style="list-style-type: none"> • Reasons for storing data on a database • Fields and records • Criminal Database Jargon • Searching by example • Searching using SQL 	<p>How understanding is assessed :</p> <ul style="list-style-type: none"> • Girls progress is measured through the Crime exercises • SQL skills and knowledge of why databases are useful are assessed via short online tests <p>Skills</p> <ul style="list-style-type: none"> • Searching by example • SQL <p>Assessment point information BM data collected from these lessons is fed into an Assessment Point.</p>
Summer Half term 1	A2 – Programming an App	How do I make my App interactive?	<ul style="list-style-type: none"> • Buttons and input boxes • Attaching code to a button • Variables • Javascript : <ul style="list-style-type: none"> ○ App.getVariable ○ App.setVariable 	<p>How understanding is assessedd :</p> <ul style="list-style-type: none"> • Final apps are peer assessed with girls recording and reflecting on the www / wn data • Progress is measured during lessons <p>Skills</p> <ul style="list-style-type: none"> • Ability to manipulate code to do different tasks • Ability to use extend code in ways not demonstrated

				<p>Assessment point information Marks for this work will feed into an Assessment Point BM data will be collected on their progress while working, including those who are able to demonstrate innovation and full understanding of the code.</p>
<p>Summer Half term 2</p>	<p>R - Games Programming</p>	<p>How do I program using objects and events?</p>	<ul style="list-style-type: none"> ● Object creation and instantiation ● Event programming ● Game design ● Graphic Design 	<p>How understanding is assessed :</p> <ul style="list-style-type: none"> ● Progress is monitored in lessons <p>Skills</p> <ul style="list-style-type: none"> ● Event programming ● Graphic and Game Design <p>Assessment point information This unit follows all Assessment Points</p>