

Curriculum Map	Subject	Computing	Year	7
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Unit	Summary	Skills	Assessment	British Values and SMSC	Career links	Cross-curricular links
STA Way	This unit is designed to build familiarity with the school systems, and develop student knowledge of hardware and software.	Digital Literacy Saving files Suitable filenames Identifying hardware & software How to use the internet	Online MS Forms	Social – how people work now Cultural – how the world has changed due to technology	Any career IT specialist	All subjects, for relevant use of appropriate software types.
eSafety & Animation	This unit gives students an insight into cybercrimes, cyber bullying, what grooming is and how to report concerns to an appropriate adult.	eSafety Animation building Distinguishing reliable information and sources	Online MS Forms	Rule of law – laws around eSafety Individual liberty – the ability to speak freely Moral – how should be treat people	Graphic Designer Computer Animator 2D/3D modelling	All subjects for eSafety PSHE Art
Intro to Spreadsheets	This unit introduces students to the concept of spreadsheet and how data is stored. Students learn basic operators, formulae and terminology.	Creation of formulae Identification of mathematical operators Abstraction Decomposition	Online MS Forms	Cultural – how businesses use spreadsheet Social – appreciating different viewpoints	Any career Accounting Business Management Data analyst	Maths Business
Flowol	This unit acts as a precursor to introducing programming concepts. Students explore how we can break problems down and address logical errors.	Decomposition Abstraction Problem solving	Online MS Forms	Cultural – the impact technology has had on society and the way we work	Programmer Business Analyst	Maths Physics Business
Intro to Microbits	Students are introduced to programming techniques through block based and text based techniques. Students complete a series of projects with micro:bits	Decomposition Abstraction Problem solving Team working	Online MS Forms	Social – how technology influences the local area Cultural – appreciating the impact gaming has made on society	Programmer Games Designer IT specialist	Maths Business Science History Geography
Intro to Python	Students cover the an introduction to Python using a text based approach.	Decomposition Abstraction Problem solving Team working	Online MS Forms	Social – how technology influences the local area Cultural – appreciating the impact gaming has made on society	Programmer Games Designer IT specialist	Maths Business Science