

COMPUTING

Year 7 Learning Journey

COMPUTER SYSTEMS & NETWORKS



Searching the web
Inputs/Outputs
Boolean
E-Safety

PSHE

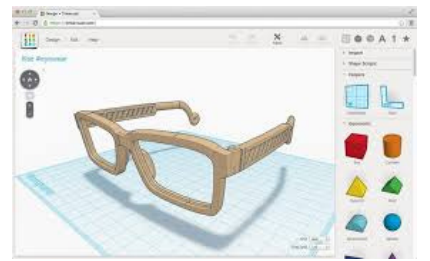
1

Assessment

2

CREATING MEDIA

Design
Develop
Create 3D object
Evaluation



Art



USING MEDIA

Digital Literacy
Promotion
Copyright

3

Literacy

4

PROGRAMMING VARIABLES IN GAMES

Sequence
Control
Test

Assessment

Art & Maths



PROGRAMMING PT 2 - SENSING MOVEMENT

Algorithm
Coding
Evaluate

5



6

DATA & INFORMATION

Calculate
Organising data
Run formula
Event planning

Cross curricular links
Assessment points

Maths

YEAR 8



COMPUTING

Year 8 Learning Journey

COMMUNICATION & COLLABORATION

Digital Safety
The internet
Networks
Components



1

COMPUTING SYSTEMS

Microprocessor
Logic gates
CPU
Storage



2

CLAY & SILICON

Binary
Binary addition
Selection



3

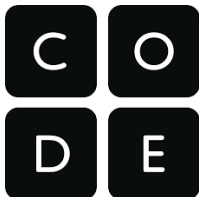
MESSAGES IN THE MEDIA

Presentation software
Evaluation
Target audiences
Design

4

APP DEVELOPMENT

Project management
Design
Evaluation



5

PYTHON

Design
Inputs
Variables
Selection



6

Cross curricular links

Assessment points

YEAR 9

