Computer Science and **Digital Information Technology**
Year 7 curriculum map

Year 7	T1	T2	T3	T4	T5	T6
Content / Topic for Term	**Understanding computers** *Knowing and understanding the basics*	**Logo** *Learn the first steps of coding*	**Control systems with Flowol** *Solving problems with flowcharts*			
Key Knowledge for acquisition, recall and application in assessment or exam	This introductory unit will assess student's knowledge and cover some of the basic principles of computer use. Saving documents in appropriate places with suitable names and printing work with headers and footers. Students will revise some of the skills covered in previous learning either through independent use or from primary school through	The unit is an introduction to the fundamentals of text-based computer programming. Students will be introduced to the idea of computer programs requiring a precise series of statements and, through using Logo, will understand how to create programs using sequence, selection and iteration. Students will learn the need for accuracy when writing commands to complete tasks.	This unit covers the principles of producing control and monitoring solutions using a flowchart-based interface (Flowol 4). Students will start by producing systems that use simple loops and basic outputs, and then move on to look at systems that have multiple inputs and outputs. They will refine their solutions using subroutines and variables.			

	practical activities. Lessons will focus on simple skills in using spreadsheets, databases and presentation software.					
Key skills to apply in assessment or exam	Key skills will be developed in saving, cut, copy, paste, printing, presentation, formulas and everyday use of basic programs including basic typing skills.	Understand how instructions are stored and executed within a computer system.	Understanding of inputs, processes and outputs and how sensors are used to control items in everyday life.			
Title of Knowledge Organiser						