



Computing

Key Stage 3 Framework for Learning

Year 7 2016-2017: Future Foundations

First 3 weeks

Knowledge	Cosmic (3 hours)
Skills	Graphic Design – to create a rocket from the Cosmic novel Planning Developing Evaluating
Assessment	Cosmic Front cover Printed report of the planets (database) Comic Strip
Reward & enrichment	Best rocket(s) receives subject commendation
Character	

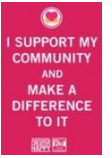
Autumn 1

Knowledge	Databases (5 hours)
Skills	Databases – to query a database with desirable locations. Handling data Sequencing instructions Evaluating
Assessment	Hardware Leaflet Band Poster-Serif End of term assessment
Reward & enrichment	2 advanced extra curricular activities that pupils can try independently. They may also be asked to help out with open evening
Character	QofS – Optimism CV – Democracy As pupils start their journey of progress they will plot target grades into their assessment books and require optimism to reach their goals.



Autumn 2

Knowledge	(Flowol hours)
Skills	Pupils will be introduced to Control using FLOWOL. This will act as an introduction to algorithms. Planning Developing Evaluating handling data sequencing instructions modeling Finding Using Evaluating
Assessment	Cosmic Front cover Printed report of the planets (database) Comic Strip
Reward & enrichment	
Character	QofS – Empathy CV – Solidarity, Caring for Others, Equality, Equity As pupils will be learning about using control systems they can use empathy to show awareness of caring for the environment when planning ICT systems to conserve energy and save lives at railway crossings





Spring 1

Knowledge	Software & Hardware (5 hours)
Skills	Pupils will be introduced to revision skills and the topics of hardware and software. Planning Developing Evaluating
Assessment	Hardware Leaflet Band Poster-Serif End of term assessment
Reward & enrichment	Code Club will allow pupils to partake in extra curricular activities with programming.
Character	QofS – Creativity & Curiosity CV – Openness Pupils will be learning about the different components that help to make a computer functional. They will use creativity and curiosity when developing devices for the disabled.



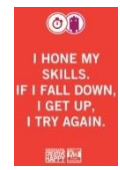
Spring 2

Knowledge	E Safety (4 hours)
Skills	E-Safety – pupils will research E-Safety Issues and determine how to safe when online and social networking Planning Finding Communicating information Evaluating
Assessment	Cosmic Front cover Printed report of the planets (database) Comic Strip
Reward & enrichment	Best comic strip(s) to used in Chorlton Weekly bulletin.
Character	QofS – Responsibility & Reflection CV – Honesty & Social Responsibility Pupils will develop these qualities as they learn about the dangers of being online and how to avoid online risks. They will also develop tips to help others stay safe.



Summer 1

Knowledge	Dreams and Visions (4 hours)
Skills	Pupils will be using design skills to produce a logo and CD cover for a band. Planning Developing Evaluating
Assessment	Hardware Leaflet Band Poster-Serif End of term assessment
Reward & enrichment	Code Club will allow pupils to partake in extra curricular activities with programming.
Character	QofS – Practice & Resiliency CV – Self-Help Pupils will develop their independence and be able to use self-assessment to improve their work. They will practice their skills which they have learnt throughout the year and apply these in an exam situation.



Summer 2

Knowledge	
Skills	



Assessment	
Reward & enrichment	
Character	<p>QofS – Motivation CV – Self-Responsibility As pupils prepare for their summer assessments their will practice revision skills and independent study to achieve their targets.</p> 