



Computing

Key Stage 3 Framework for Learning

Year 7 2017-2018: Future Foundations


First 3 weeks

Knowledge	<p>Cosmic (3 hours)</p> <ul style="list-style-type: none"> • Induction and Skills • Fireworks • Creating and Evaluating
Skills	<p>Graphic Design – to create a rocket from the Cosmic novel</p> <ul style="list-style-type: none"> • Planning • Developing • Evaluating
Assessment	<p>Cosmic Front cover Printed report of the planets (database) Comic Strip</p>
Reward & enrichment	<p>Best rocket(s) receives subject commendation</p>
Character	

Autumn 1


Knowledge	<p>Databases (5 hours)</p> <ul style="list-style-type: none"> • Introduction • Setting up a Database • Searching a Database • Creating Reports • Evaluation <p>(Flowol 5 hours)</p> <ul style="list-style-type: none"> • Instructions • Introduction to Control • Mimics • Decisions • Evaluation
Skills	<p>Importance of attendance to results</p> <p>Databases – to query a database with desirable locations.</p> <ul style="list-style-type: none"> • Handling data • Sequencing instructions • Evaluating <p>Pupils will be introduced to Control using FLOWOL. This will act as an introduction to algorithms.</p> <ul style="list-style-type: none"> • Planning • Developing • Evaluating • Handling data sequencing instructions • Modeling • Finding • Using • Evaluating
Assessment	<p><i>Marking Point 1</i> Printed Report of the planets. <i>Marking Point 2</i> Flowchart for traffic lights.</p>
Cultural enrichment	<p>2 advanced extra curricular activities that pupils can try independently. They may also be asked to help out with</p>



	open evening.
Character	 <p>QoS – Optimism</p> <p>As pupils start their journey of progress they will now plot targets into their assessment books and require optimism to reach their goals.</p>

Autumn 2



Knowledge	<p>An introduction to Computer Systems (4 hours)</p> <ul style="list-style-type: none"> • CPU function and features • types of storage • software • operating systems <p>E Safety (4 hours)</p> <ul style="list-style-type: none"> • Social Networking • SMART Rules • Comic Strip • Evaluation
Skills	<p>Students will use a range of skills such as:</p> <ul style="list-style-type: none"> • Computational thinking, research, defining key terminology, practicing exam style questions and graphical design skills as they produce an informative leaflet on the Computer Science topic. <p>E-Safety – pupils will research E-Safety issues and determine how to stay safe when online and social networking.</p> <ul style="list-style-type: none"> • Planning • Finding • Communicating information • Evaluating
Assessment	<p>Marking Point 1: Progress Test</p> <p>Marking Point 2: Written Exam Question on 'Characteristics of Memory' (3 mark Question) – Lesson 2_Memory</p> <p>Marking Point 3: Doodle X2 (E-Safety Mini Quiz & Computer systems Mini Quiz)</p>
Cultural enrichment	<p>Students will be awarded Vivo Points for active participation. A subject commendation (certificate) will be given to the student with the most informative computer systems leaflet.</p>

Character	 <p>QoS – Empathy</p> <p>Caring for others, equality, equity</p> <p>As pupils will be learning about 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.</p> <p>During this first year of school, students will be encouraged to explore their own characters as well as that of others. There will be opportunities in the lessons to work individually to develop resiliency but also as a small and large group to nurture empathy and consideration for others.</p>
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Spring 1

Knowledge	<p>Databases (5 hours)</p> <ul style="list-style-type: none"> • Introduction • Setting up a Database • Searching a Database • Creating Reports • Evaluation
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	<p>(Flowol 5 hours)</p> <ul style="list-style-type: none"> • Instructions • Introduction to Control • Mimics • Decisions • Evaluation
Skills	<p>Punctuality Importance of attendance to results Databases – to query a database with desirable locations.</p> <ul style="list-style-type: none"> • Handling data • Sequencing instructions • Evaluating <p>Pupils will be introduced to Control using FLOWOL. This will act as an introduction to algorithms.</p> <ul style="list-style-type: none"> • Planning • Developing • Evaluating • handling data sequencing instructions • modeling • Finding • Using <p>Evaluating</p>
Assessment	<p><i>Marking Point 1</i> Printed Report of the planets. <i>Marking Point 2</i> Flowchart for traffic lights.</p>
Cultural enrichment	Code Club will allow pupils to partake in extra curricular activities with programming.
Character	<div style="display: flex; justify-content: space-around; align-items: center;">   </div> <p>QoS – Creativity & Curiosity Openness</p> <p>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.</p>



Spring 2

Knowledge	<p>Software & Hardware (5 hours)</p> <ul style="list-style-type: none"> • Introduction to Hardware and Software • Outputs and Storage • Communication Devices • Hardware Brochure • Evaluation <p>E Safety (4 hours)</p> <ul style="list-style-type: none"> • Social Networking • SMART Rules • Comic Strip • Evaluation
Skills	<p>Motivational tools to get yourself in Pupils will be introduced to revision skills and the topics of hardware and software.</p> <ul style="list-style-type: none"> • Planning • Developing • Evaluating




	E-Safety – pupils will research E-Safety Issues and determine how to safe when online and social networking. <ul style="list-style-type: none"> • Planning • Finding • Communicating information • Evaluating
Assessment	<i>Marking Point 1</i> Progress Test.
Cultural enrichment	Best comic strip(s) to be used in Chorlton Weekly bulletin.
Character	  <p>Responsibility Reflection</p> <p>QofS – Responsibility & Reflection</p> <p>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.</p>

Summer 1

Knowledge	Databases (5 hours) <ul style="list-style-type: none"> • Introduction • Setting up a Database • Searching a Database • Creating Reports • Evaluation (Flowol 5 hours) <ul style="list-style-type: none"> • Instructions • Introduction to Control • Mimics • Decisions • Evaluation
Skills	Importance of attendance to results Databases – to query a database with desirable locations. <ul style="list-style-type: none"> • Handling data • Sequencing instructions • Evaluating Pupils will be introduced to Control using FLOWOL. This will act as an introduction to algorithms. <ul style="list-style-type: none"> • Planning • Developing • Evaluating • handling data sequencing instructions • modeling • Finding • Using Evaluating
Assessment	<i>Marking Point 1</i> Printed Report of the planets. <i>Marking Point 2</i> Flowchart for traffic lights.
Cultural enrichment	Code Club will allow pupils to partake in extra curricular activites with programming.
Character	  <p>Practice Resilency</p>



	<p>QofS – Practice & Resiliency</p> <p>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.</p>
<h2 style="background-color: #003366; color: white; padding: 5px;">Summer 2</h2>	
<p>Knowledge</p>	<p>Software & Hardware (5 hours)</p> <ul style="list-style-type: none"> Introduction to Hardware and Software Outputs and Storage Communication Devices Hardware Brochure Evaluation <p>E Safety (4 hours)</p> <ul style="list-style-type: none"> Social Networking SMART Rules Comic Strip Evaluation
<p>Skills</p>	<p>Motivational tools to get yourself in</p> <p>Pupils will be introduced to revision skills and the topics of hardware and software.</p> <ul style="list-style-type: none"> Planning Developing Evaluating <p>E-Safety – pupils will research E-Safety Issues and determine how to safe when online and social networking.</p> <ul style="list-style-type: none"> Planning Finding Communicating information Evaluating
<p>Assessment</p>	<p><i>Marking Point 1</i> Progress Test.</p>
<p>Cultural enrichment</p>	
<p>Character</p>	<div style="text-align: center;">  </div> <p>QofS – Motivation</p> <p>As pupils prepare for their summer assessments they will practice revision skills and independent study to achieve their targets.</p>