

**Overview**

The Year 7 curriculum provides challenges and new experiences in computing, digital literacy and digital media and is designed to ensure students studying GCSE Computer Science have a basis of knowledge, skills and understanding in the fundamental concepts covered at KS4

Term 1

For the first part of the term, you will look at a range of ways to use technology safely, respectfully, responsibly and securely, including protecting your online identity and privacy. For the second part of the term, you will look at spreadsheets and the concept of cell referencing. You will collect, analyse and manipulate data, before turning it into graphs and charts.

Year 7

Computer Science

**Term 3**

For the first part of term, you will learn how to program using the BBC Micro:bit. For the second part of the term, you will look at the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.

Term 2

For the first part of the term, you will learn how computers represent numbers and characters. You will carry out operations on binary numbers such as binary addition and converting between binary and denary. For the second part of the term, you will look at what graphical based programming is and how programs can be created by manipulating program elements graphically.

