Year 7

	Be Internet Awesome	Think Like a Computer Scientist	Think Like a Data Analyst	Think Like a Computer Engineer	Think Like a Web Designer	Think Like a Graphic Designer
	Digital Literacy	**Computational Thinking**	**Spreadsheet Skills**	**PC Basics - Hardware**	**HTML**	**Vector Graphics**
Why?	Familiarise students with DM systems so they can work effectively in all subjects. Develop understanding of responsible online use in a digital future Essential for safe use of technology in their digital lives, as they become frequent users	Develop problem solving strategies that underpin many future units + approaches can be used in wider curriculum/workplace	Basic skills introduction that leads to further units in Y8 and KS4 IT course. Digital skills that may be needed in workplace or personal life	Equip students with basic hardware knowledge to help them understand specifications of devices in the future. Introduction to 3 core programming constructs that developed in future units. Develop 21st century literacy skills.	Simple introduction to text based languages and need for precision when following syntax rules. Develop 21st century literacy skills and foundation skills for KS4 IT course.	Understand the key concepts of vector an their uses. Develop vector graphic skills to create a final product
Intent	Students able to log on and use google apps. Understand the need for strong passwords for online accounts. Understand the importance of digital footprints and online safety	Students can apply key problem solving techniques to a range of scenarios in BEBRAS competition.	Use cell referencing, basic formulae, create charts and use basic Functions to manipulate data in a spreadsheet	Develop basic understanding of components in most digital devices. Apply core programming concepts of sequence, selection and iteration on a physical device (Micro:Bit)	Construct HTML page using basic formatting tags.	Decompose detailed graphics into simple shapes to develop high standard of overal graphic.
		Problem solving and critical thinking Logical thinking	Problem solving and critical thinking Logical thinking Communication and collaboration Creativity Self evaluation	Problem solving and critical thinking Logical thinking Communication and collaboration Creativity	Logical thinking Creativity	Creativity
Connections to previous learning	Build on the IT use from primary and their homes	Build on CS teaching in Primary (if covered)	Build on the IT use from primary	Build on CS teaching in Primary (if covered)	New skills from Primary	New skills from Primary
Connections to future learning/ pathways	•Useful throughout their digital lives. •GCSE Computer Science •KS4 IT	•Foundation to many KS3 units •GCSE Computer Science	•Y8 Spreadsheet unit •KS4 ICT - Spreadsheets	•Foundation to many KS3 programmin units Game dev, Physical computing, Turtle python graphics •GCSE Computer Science	•Research for other subject areas •HTML & CSS(Yr 8) •GCSE Computer Science - Data Representation • KS4 IT - creating products fit for purpose and audience	KS 4 IT - Graphic Design