Curriculum Overview: Computing

The Computing Curriculum has been written to support all pupils. Each lesson is sequenced so that it builds on the learning from the previous lesson, and where appropriate, activities are scaffolded so that all pupils can succeed and thrive. Scaffolded activities provide pupils with extra resources, such as visual prompts, to reach the same learning goals as the rest of the class. Exploratory tasks foster a deeper understanding of a concept, encouraging pupils to apply their learning in different contexts and make connections with other learning experiences.

	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Year 7	**Introducing to ICT and Computing** Learning how to use school desktop devices and key skills with emails and the Microsoft Teams virtual learning environment.	**Impact of technology: collaborating online respectfully** Identifying how to use online collaboration tools respectfully and ensuring you are safe when using online resources.	**Use search technologies effectively.** Appreciate how results are selected and ranked, and be discerning in evaluating digital content.	**Computing systems** Exploring the fundamental elements that make up a computer system. Identifying different hardware and its purpose within a computer system.	**Using media: gaining support for a cause** Creating a digital product for a real-world cause using the Microsoft Office suite.	**Assessment and looking forward.** Assessing the content from previous lessons and using the Year 7 Computer Science Waypoint to identify the learning journey through KS3 Computer Science.