# 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.

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
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| **Year 7** | **Introducing to ICT and Computing**<br><br>Learning how to use school desktop devices and key skills with emails and the Microsoft Teams virtual learning environment. | **Scratch: Programming essentials Part I**<br><br>Using subroutines to decompose a problem that incorporates lists in Scratch.. | **AppLab: Mobile app development**<br><br>Using event-driven programming to create an online gaming app that can be downloaded to digital devices. | **AppLab: Mobile app development**<br><br>Using event-driven programming to create an online gaming app that can be downloaded to digital devices. | **Spreadsheet Modelling**<br><br>Using Microsoft Excel to format, organize and calculate data in a spreadsheet. Learning how to make information easier to view as data is added or changed. | **HTML Coding & Use search technologies effectively.**<br><br>Appreciate how results are selected and ranked, and be discerning in evaluating digital content. |