

Year 7 Computer Science Learning Journey



Year 7



E-Safety

Digital Literacy & E-Safety
Password importance, staying safe on social media, being discerning users of internet, spreadsheet and presentation

Data Representation

Converting Binary to Denary & back & what is ASCII

What are computers

Peripherals, Inputs, Outputs, Software & Hardware

Using Paint.net software, Difference between bitmap and vector, audience

Graphics



Algorithms

Computational thinking, Decomposition and Abstraction And flow charts using Flowol

Block based using Scratch to learn programming sequences

Programming



Year 8 Computer Science Learning Journey



Year 8

Digital Literacy

Using PowerPoint Master Slide, MS Word, Publisher, more advanced Spreadsheet skills

Data Representation

Images as binary, Binary Addition & Hexadecimal

What are computers

Memory, Storage Types, operating Systems, open source v Proprietary

Self-Image knowledge and use of graphics in wider world, undertake a creative project

Graphics

Algorithms

Flow Charts and used to create an App

Text-based programming moving from Small Basic

Programming

Year 9 Computer Science Learning Journey



Year 8

Digital Literacy

More advanced spreadsheet, PowerPoint, Word, Adobe Fireworks, Web Design to undertake a creative project

Data Representation

Boolean and Logic Gates, Truth Tables

What are computers

Malware, Hackers and Social Engineering

Advanced Photoshop skills including layers, Copyright

Graphics

Algorithms

3 Searches programming techniques and Pseudo Code

Creating programs in Python

Programming