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What changes might need to be made to the Curriculum Intent (See Curriculum Map and Overviews) in light of this year's experiences?

Year 7 Overview 2023-24 – *CCM*				
Date	**Wk**	**Week**	**Units Studied & Learning Outcomes**	**Key Concepts & Assessment**
8 weeks (12 Lessons) (38Days)				

Date	Wk	Week	Units Studied & Learning Outcomes	Key Concepts & Assessment
Tues 5-Sep	A	1	• <u>Overview of Unit/No. lessons</u> **Unit 7.1 Computer Systems (15 weeks, 23 lessons (Exams and Revision deductions))** • <u>Lesson **Sequence** of Content:</u> Lessons 1 – 5 Internet safety Network and systems (Log In , Emails, SAM Learning, Google Classroom, Portico, RM Unify, Saving File Organisation, Idea Course, Cyber Discovery Access) . Lessons 6 – 12 Hardware & Software Binary Basics Internal Components Practical's • <u>Unit Learning Outcomes:</u> **GW:** Identify components of a computer system. **BI:** Can describe how components in a computer system function generally. **EW:** Can suggest how components of a system work together. How specifications can affect the performance of a computer system.	• Foundational Concepts Appropriate induction time should be given at the beginning of year 7 to introduce students to the system and explain safe use of the network. • Tier 2/3 Vocabulary CPU, GPU, RAM, Binary, Hardware, Software, • Links to wider disciplinary knowledge/cultural capital: history, culture, authentic artefacts, music, art(ists), literature? binary (adj.)"dual, twofold, double," mid-15c., from Late Latin binarius "consisting of two," Binary code in computer terminology was in use by 1952. hardware (n.)mid-15c., "small metal goods," from hard (adj.) + ware (n.). In the sense of "physical components of a computer" it dates from 1947. software (n.)1851, soft wares, "woollen or cotton fabrics," also, "relatively perishable consumer goods," from soft + ware (n.). The computer sense is a separate coinage from 1960, based on hardware. History of Computing, Moore's Law, Stored Program Concept, Von Neumann Architecture. • Careers links Big data engineer, "Growth hacker", Applications architect, Web developer, Database administrator, Computer hardware engineer, Computer software engineer, Data security analyst, all careers involving use of Office software. • ***Equality Diversity and Inclusion (EDI) links?*** *15/09-17/09 Rosh Hashanah* *23/9 International day of sign languages* *2/10-8/10 Dyslexia awareness week* *5/10 world teachers day* *6/10 World cerebal palsy day* • **Assessment** (Quiz/Tests/application tasks/ ST: Including foundational concepts, wider disciplinary knowledge, key content.) Students should be given opportunities to be 'hands on' with computer systems and components. Ideally being able to dismantle and rebuild a system during the unit. GCSE Computer Science Links, BTEC DIT Links • 2.1 Binary 2.2 Data Representation 2.3 Data Storage and Compression3.1 Hardware 3.2 Software 3.3 Programming Languages5.1 Enviromental 5.2 Ethical and Legal 5.3 Cyber Security • A: Modern technologies B: Cyber security C: The wider implications of digital systems D: Planning and communication in digital systems • Quizzing on components of a system. • Assessment presentation on Computer Systems. Exam style questions on computer configurations.
11-Sep	B	2		
18-Sep*	A	3		
25-Sep	B	4		
2-Oct	A	5		
9-Oct	B	6		
16-Oct	A	7		
23-Oct	B	8		

Prior (Y6)	Current (Y7)	Next (Y8)
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.	develop their capability, creativity and knowledge in computer science, digital media and information technology

Half-Term			7 weeks (11 lessons) (34 Days)	
6-Nov	A	9	**7.1 Continued** Lessons 12 – 15 History of Computing CPU internal	• ***Equality Diversity and Inclusion (EDI) links?*** *12/11 Diwali* *12/11 Remembrance Sunday* *13/11-19/11 Transgender awareness week* *14/11 World Diabetes Day*
13-Nov	B	10		

Date	A/B	Lesson	Content	Notes
20-Nov	A	11	Storage types Elements	*1/12 World AIDS day* *3/12-24-12 Advent* *25/12 Christmas Day* *Hannukah 18/12-26/12*
27-Nov	B	ST1	Lessons 16 – 18 Graphics Introduction to Photoshop skills.	
4-Dec	A	ST1	Lessons 19 – 23 Development of Presentation and Report, Interrupting forgetting of all topics and systems.	**Skills used/learned:** Software – Word Processing, Presentation Software, Google Classroom, Internet Browser. Email, Graphics Software Hardware – Computer Systems, Internal and External Components.
11-Dec	B	14		
18-Dec	A	15	**EXAM 7.1 Written Paper (Short answers and Multiple Choice)**	

Christmas Holiday	**6 weeks (9 lessons) (30 Days)**

8-Jan	B	16	• <u>Overview of Unit/No. lessons</u> **Unit 7.3 Computational Thinking (11 Weeks , 17 Lessons)**	• ***Equality Diversity and Inclusion (EDI) links?*** *25/1 Burns night* *27/1 Holocaust memorial day* *LGBT+ history month* *1/2 World Hijab day* *6/2-12/2 Children's mental health week.* *7/2 Safer internet day* *10/2 Chinese New Year*
15-Jan	A	17	• <u>Lesson **Sequence** of Content</u>: Lessons 1-4 Console Area, Saving, Running, Sequencing	
22-Jan	B	18	Lessons 5-7 Variable declaration, Data Types	**Foundational Concepts**
29-Jan	A	19	Lessons 8-9 Basic Debugging, Turtle Development	The application of computational think should be completed with the combined used of Python programming and hands on programming with systems such as the micro bit. However, this unit can also be completed with the use of problem solving and theoretical work.
5-Feb	B	20	• <u>Unit Learning Outcomes</u>: **GW:** Identify components of computational thinking. Set variables create sequential programs.	**Key Words:** Variables, Integer, String, Boolean, Logic,

BI: Develop selection programs using IF and ELSE. Able to debug and problem solve.

EW: Can develop programs independently to address a given problem. Can solve and evaluate a range of problems including logical errors.

Prior (Y6)	Current (Y7)	Next (Y8)
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	use two or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions	develop and apply their analytic, problem-solving, design, and computational thinking skills

Links to history, culture, vocabulary:
variable (n.)"quantity that can vary in value," 1816,
from variable (adj.) in mathematical sense of "quantitatively indeterminate" (1710). Related: Variably; variability.
integer (n.)"a whole number" (as opposed to a fraction), 1570s, from Latin integer (adj.) "intact, whole, complete," figuratively, "untainted, upright," literally "untouched," from in-"not" (see in- (1)) + root of tangere "to touch," from PIE root *tag- "to touch, handle," from PIE root *tag- "to touch, handle." The word was used earlier in English as an adjective in the Latin sense, "whole, entire" (c. 1500).
Boolean (adj.)in reference to abstract algebraic systems, 1851, Boolian, so called for George Boole (1815-1864), English mathematician. The surname is a variant of Bull.
Standard Algorithms linking to encryption Ceaser Cipher. Ada Lovelace's work on the general purpose computer.

Careers links:
Big data engineer, "Growth hacker", Applications architect, Web developer, Database administrator, Computer hardware engineer, Computer software engineer, Data security analyst.

GCSE Computer Science Links,

- 6.1 Develop Code 6.2 Constructs 6.3 Data Types and Structures 6.4 Input Output 6.5 Operators 6.6 Subprograms 1.1 Decomposition and Abstraction 1.2 Alogrithms 1.3 Truth Tables
- Quizzing on problem solving.
- Assessment mathematical programming problems
- Exam style questions on Computational Thinking. Practical exam next exam window.

12-Feb	A	21		

Half-Term	**5 weeks (8 lessons) (24 Days)**

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Date	A/B	Lesson	Content	EDI / Skills
26-Feb	B	22	**7.3 Continued** Lessons 10 – 13 Comparison Operations Conditional Statements Selections and Logic Microbit Practical Lessons 14 – 17 Cyber Discovery Codecademy Short Programs development of Three Tier project staggered mathematics	• *Equality Diversity and Inclusion (EDI) links?* *Women's history month* *Ramadhan 10/03-08/04* *Passover 22/4-30/4* *Good Friday 29/3* *Easter Sunday 31/3* **Skills used/learned:** Software – Python 3, Block Based Programming, Google Classroom, Internet Browser. Hardware – Micro Bit, Keyboard , Mouse
4-Mar	A	23		
11-Mar	B	24		
18-Mar	A	25		
25-Mar*				
	B	26		
Easter Holiday			**6 weeks (9 lessons) (29 Days)**	

Date	A/B	Lesson	Content	EDI
15-Apr	A	27	• <u>Overview of Unit/No. lessons</u> **Unit 7.4 Film Making (6 weeks , 9 lessons (Exams deduction)** • <u>Lesson **Sequence** of Content:</u> Lessons 1 – 4 The language of film, trailer analysis, Practical Development of film skills tripod set up etc. Lessons 5 – 9 Development of Pre Production Techniques, script and Storyboard • <u>Unit Learning Outcomes:</u> **GW:** Identify camera angles and make suggestions for their use. **BI:** Develop an understanding of film editing and how this is used to create meaning for an audience. **EW:** Critically evaluate own and others production work. Develop productions with an understanding of the language of film.	• *Equality Diversity and Inclusion (EDI) links?* *Autism and stress awareness month.* *25/4 World Malaria Day* *26/4 Lesbian visibility day* *UK national walking month.* *1/5-7/5 Deaf awareness week* *23/05 Vesak* **Foundational Concepts** Film theory should be taught alongside practical film making where students are able to show their understanding of angle and editing through the use of digital editing software. **Key Words:** Angles, Mise en Scene, Auteur , dialogue, genre , representation **Links to history, culture, vocabulary:** mise en scene "the entire scenery and properties of a stage play," 1830, from French mise en scène, literally "setting on the stage," from mise (13c.) "a putting, placing," noun use of fem. past participle of mettre "to put, place," from Latin mittere "to send" (see mission). Hence, figuratively, "the surroundings of an event" (1872). dialogue (v.) "to discourse together," c. 1600, from dialogue (n.). Related: Dialogued; dialoguing. genre (n.)1770, "particular style of art," a French word in English (nativized from c. 1840), from French genre "kind, sort, style" (see gender (n.)). Used especially in French for "independent style." In painting, as an adjective, "depicting scenes of ordinary life" (a domestic interior or village scene, as compared to landscape, historical, etc.) from 1849. Autorship and French film theory, textual analysis of a range of different cultures
22-Apr	B	28		
29-Apr	A	29		
6-May*	B	30		
13-May	A	ST2		
20-May				
	B	ST2		

Prior (Y6)	Current (Y7)	Next (Y8)
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users	develop their capability, creativity and knowledge in computer science, digital media and information technology

Date	A/B	Lesson	Content	EDI
Half-Term			**7 weeks (11 lessons) (35 Days)**	
3-Jun	A	33	**7.4 Continued** Lessons 10 – 12	• *Equality Diversity and Inclusion (EDI) links?* *LGBTQ+ pride month.*
10-Jun	B	34		

Date	A/B	Wk	Content	Notes
17-Jun	A	35	Development of Production techniques practical	
24-Jun	B	36	Lessons 13 – 16 Post Production techniques	**Careers links:** Production careers (Art, Design, Direction, Animation), Broadcast and Journalism, Graphical and Game design. Technical operators, editing, camera .
1-Jul	A	37	Lessons 17 – 19 Peer feedback on how post production techniques are, making any necessary changes	
8-Jul	B	38		***Where has Equality Diversity and Inclusion (EDI) been included for teaching the curriculum?*** Kathryn Bigelow - first woman to win the Academy Award for Best Director, the BAFTA Award for Best Direction, the Critics' Choice Movie Award for Best Director, and the Directors Guild of America Award for Outstanding Directing. Lena Waithe - the first African American woman to win the Primetime Emmy Award for Outstanding Writing for a Comedy Series. Representation of LGBT+ in films.
15-Jul			Lesson 20 Evaluation	**Assessment of Progress** BTEC Media Links, • A1 Practical skills and techniques C: Review own progress and development of skills and practices • C1 Review of progress and development A1 Media products, audiences and purpose • B1 Genre, narrative, representation and audience interpretation B2 Media production techniques • Quizzing on angles . • Assessment practical filmmaking project. • Textual Analysis . **Skills used/learned:** Software – Adobe Premier Pro, Adobe Photoshop, Adobe After Effects, Internet Browser. Hardware – Camera , Tripod , Slate, Shoe adaptors.
	A	39		

(Total: 190 Days)

* Bank Holidays

Additional				
			Unit 7.2 Digital Images Advertising **ONGOING ROLLING WITH OH** x25 lessons that include: • Development of Adobe Photoshop practical skills • Marketing research and advertising study • Development of pre-production techniques • Development of production skills • Development of campaign • Evaluations. **GW: Demonstrate relevant application of pre-production, production and post skills and techniques to appropriate outcomes.** **BI: Demonstrate relevant application of pre-production, production and post skills and techniques to effective outcomes** **EW: Demonstrate relevant application of pre-production, production and post skills and techniques to appropriate outcomes**	**Foundational Concepts** Development of skills in Digital Content creation , examining the development of advertising and marketing . **Key Words:** Marketing, brand, campaign, demographics, psychographics. **Links to history, culture, vocabulary:** variable (n.)"quantity that can vary in value," 1816, from variable (adj.) in mathematical sense of "quantitatively indeterminate" (1710). Related: Variably; variability. integer (n.)"a whole number" (as opposed to a fraction), 1570s, from Latin integer (adj.) "intact, whole, complete," figuratively, "untainted, upright," literally "untouched," from in-"not" (see in- (1)) + root of tangere "to touch," from PIE root *tag- "to touch, handle," from PIE root *tag- "to touch, handle." The word was used earlier in English as an adjective in the Latin sense, "whole, entire" (c. 1500). Boolean (adj.)in reference to abstract algebraic systems, 1851, Boolian, so called for George Boole (1815-1864), English mathematician. The surname is a variant of Bull. Standard Algorithms linking to encryption Ceaser Cipher. Ada Lovelace's work on the general purpose computer.

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Prior (Y6)	Current (Y7)	Next (Y8)
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.	develop their capability, creativity and knowledge in computer science, digital media and information technology

Careers links:
Marketing, Advertising, Graphic Design and Editing

Where has Equality Diversity and Inclusion (EDI) been included for teaching the curriculum?
Representation in Advertising. It's vital for modern marketers to know their audience, but they should also remember that diversity extends beyond race alone. Today, promoting revenue and brand image means defining and communicating with audiences as individuals, including people of all ages, socio-economic classes, and genders.
https://online.maryville.edu/online-bachelors-degrees/marketing/guide-to-diversity-and-inclusion-in-modern-advertising/

Assessment of Progress
Student developed advertising campaign final product and evaluation.

BTEC Media Links BTEC DIT Links

- A1 Media products, audiences and purpose A1 Practical skills and techniques C: Review own progress and development of skills and practices C1 Review of progress and development A: Develop ideas in response to a brief B: Develop planning materials in response to a brief C: Apply media production skills and techniques to the creation of a media product
- A: Investigate the role and impact of using data on individuals and organisations. B: Create a dashboard using data manipulation tools C: Draw conclusions and review data presentation methods
- Online Testing.
- Assessment on Concept (peer).
- Development of completed production.

Skills used/learned:
Software – Adobe Photoshop, Adobe Classroom, Internet Browser. Excell, Powerpoint, Word
Hardware – Graphics Tablet, Drawing tools,

Overview of Year 7	
Based on your Flight Path *(E.g. Targets 1L – 4L)*	**By the end of Year 7, students will have learned**
GW: *(E.g. Grade 1)*	Students can identify a number of computer components; make a simple binary conversion and vice versa; create simple programs using a variable and sequence; identify basic elements of film production such as shot types.
BI: *(E.g. Grades 2-3M)*	Students can describe how components in a computer system function generally. Develop selection programs by using IF and ELSE. Able to debug and problem solve. Develop an understanding of film editing and how this is used to create meaning for an audience.
EW: *(E.g. Grades 3U-4L)*	Can suggest how components of a system work together. How specifications can affect the performance of a computer system. Can develop programs independently to address a given problem. Can solve and evaluate a range of problems including logical errors. Critically evaluate own and others production work. Develop productions with an understanding of the language of film.