

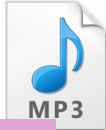
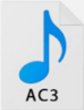


Computing Curriculum Map (Year 7)

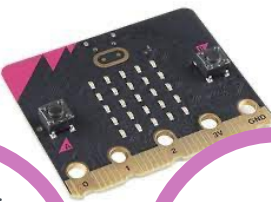
[2022 – 2023]

Assessment Portfolio of Sound Editing

Sound Editing and Digital Audio



Micro:bit assessment – knowledge and understanding



Developing programming with a Micro:bit.

Year 7 – Term 3 - Key concepts: Properties of analogue and digital sound; how computers store sound files; file compression; Editing and creating digital sound files

Year 7 – Term 3 - Key concepts: Recap programming concepts from scratch unit; using programming concepts; physical computing – using inputs and outputs.



Understanding computers

Assessment of Understanding Computers – knowledge and understanding.

Understanding Graphics and Using Graphics editing software

Graphics assessment – skills, knowledge and understanding



Year 7 – Term 2 - Key concepts: Input, output and storage devices; Fetch, decode, execute cycle; Optical storage and future developments; Binary to Denary conversions.

Year 7 – Term 2 - Key concepts: Vector and Bitmap graphics properties; how computers store graphics; Editing and creating graphics.



Scratch Assessment – skills, knowledge and understanding

Introduction to programming using Scratch

Assessment of UCSER knowledge & understanding

Using Computers Safely Effectively & Responsibly

Rules of the Computer room

Year 7 – Term 1 - Key concepts: Algorithms, Decomposition, introduction of basic programming concepts – strings, variables, data types and structures, sequence, selection and iteration.

Year 7 – Term 1 - Key concepts: Sensible use of, Risks and dangers of social media, Security of personal data and safe gaming.