**IT/Computing Scheme of Work 2021-2022: *YEAR 7***

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| **AUTUMN TERM 1: SEPT - OCT** | **AUTUMN TERM 2: OCT - DEC** | **SPRING TERM 1: JAN - FEB** |
| **Introduction to Google software/Chromebooks/Google classroom** | **Website Design** | **History of Game Design** |
| **AO: to explore the different G-Suite software and how to use Google classroom.**  Pupils will explore the different features and software available on Google Chromebooks and learn how to use Google classroom.  Topics:   * To develop knowledge about how to use Google classroom and how to search for my work on my Google Drive. * To use Google Slides presentation software. * To use Google Docs word processing software. * To use Google Sheets spreadsheet software. * To use Google Forms software and learn how to integrate software for a purpose. | **AO: to design and create a website using project planning tools.**  Pupils will explore website design using project planning tools and create a site using Google sites software.  Topics:   * To evaluate good and bad website design and analyse what makes a website suitable for purpose. * Pupils will be introduced to project planning tools to set targets and analyse the requirements of their proposed website. * Pupils will use planning tools to manage their propose website. * Pupils will design and create a website and will make improvements from feedback. | **AO: to compare how technology has developed over the years by analysing how computer games technology has progressed from the very first computer games.**  Pupils will explore how game design and technology has developed over the years. Pupils will learn about pioneers of gaming technology and consider what then future holds.  Topics:   * To research, identify and sequence game consoles on a timeline. * To research and describe a Pioneer of Computer Game History. * To identify and research different game consoles and how technology has developed. * To consider the future of computer games. |
| **SPRING TERM 2: FEB - MAR** | **SUMMER TERM 1: APR - MAY** | **SUMMER TERM 2: JUN - JUL** |
| **Spreadsheets** | **Computer Legislation creating an Interactive Product** | **Scratch** |
| **AO: to explore the purpose and features of spreadsheet software**  Pupils will explore modelling data using spreadsheet software.  Topics:   * Identify columns, rows, cells, and cell references in spreadsheet software. * Use formatting techniques in a spreadsheet. * Use basic formulas with cell references to perform calculations in a spreadsheet (+, -, \*, /). * Use the autofill tool to replicate cell data. * Analyse data. * Create appropriate charts in a spreadsheet. * Use the functions SUM, COUNTA, MAX, and MIN in a spreadsheet. * Use the functions AVERAGE, COUNTIF, and IF in a spreadsheet. * Use conditional formatting in a spreadsheet. | **AO: to explore computer legislation by creating an interactive product**  Pupils will explore project planning tools and computer legislation to understand how this relates to creating an IT product.  Topics:   * Develop a presentation proposal using planning tools. * Copyright and Patents Act in my presentation development. * To consider GDPR in my presentation development. * To consider Computer Misuse Act in my presentation development. * To create advanced features to their presentation. * To review and evaluate their proposal. | **AO: to create a game using Scratch programming language.**  Pupils will explore Scratch programming language and learn the basic skills to create a maze game.  Topics:   * Develop a game proposal. * Explain any legal legislation connected with game development. * Create a background using scratch for my game. * Pupils will add characters to their game. * Pupils will add a variable/s to their game. * To review and evaluate their proposal. |