**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.
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| **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.
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