the different layers in computing, from programs and the operating system, to the physical components that store and execute these programs, to the fundamental binary building blocks that these components consist of.

logical step between Scratch and Python. They will use Small Basic to code solutions to given problems with increasing complexity.

data safe both in and out of school. They must also understand their ethical responsibilities regarding their conduct towards others and their respect of intellectual property when using copyright materials. Pupils may experience sexting, grooming or cyberbullying and need to be able to report concerns about their digital activity to a responsible adult.

and manipulate a spreadsheet, using data to model different scenarios. Pupils must be taught to undertake and make valid improvements.

Scratch and Python, which pupils will study in Y8 and Y9. pupils don't understand the dangers associated with being online, they may leave a digital footprint that will stay with them for the rest of their lives, potentially impacting upon future education and emploment.

Spreadsheet
software enables
pupils to create
simplified
abstractions of
real-life systems.
The use of
spreadsheet
software and
understanding of
storage and
manipulation of
data will prep 73.48

- Use and understand the need for tools specific to user needs and applications Review existing products to assess their suitability for purpose Create digital documents to meet a specification Compose respectful communication s online Skills Builder: 0
- o when
 creating a blog
 which is
 formatted
 appropriately to
 meet the specific
 requirements
- o through class discussion and

- hardware and software.
- Recognises the different types of software used in a computer system
- s the process of the FDE cycle
- Understand s the need for an operating system
- Describes
 how
 hardware
 interacts
 within the
 FDE cycle
 Skills
- SkillsBuilder:
 - o through class discussion and

- custom shapes
- Uses fill colour and gradient tools <
- Combines shapes to create an image
- Manipulates
 existing
 images to
 achieve a
 given
 purpose
- Evaluates a product against success criteria
- Skills Builder:

0

S

when
creating a
blog which is
formatted
appropriatel
y to meet
the specific
requirement

- Builds programs that implement algorithms to achieve given goals. Demonstrates how arithmetic
- Demonstrates how arithmetic operators, if statements, and loops, are used within programs.
 Declares and
- assigns
 variables.
 Knows that
 users can
 develop their
 own programs,
- and can demonstrate this by creating programs with increasing complexity.

'Think, pair,
share' activities.
o during
class discussion
and 'Think, pair,
share' activities.

	that they					
	have never					
	used before					
Aspirations &	Pupils will gain an insight into the requirements of ICT/Computing based careers such as coding and data management					
Careers	Pupils will be offered the opportunity to enhance their computing skills at 'Computing Club'.					
	 Online coding competitions open to all Pupils. 					
	 Opportunity to attend 'ICT Live' visit to Disneyland Paris 					