































# Stalham High School - Subject Curriculum Overview

## Subject: Computing

### Year 7

Half -Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Themes/ Content/ Units covered</b> 	<p>Understand secure password theory and the importance of keeping personal information safe online </p> <p>Learn how to log on to school systems and understand basic network concepts </p> <p>Identify inappropriate content online and know how to report concerns </p> <p>Explore presentation design principles, including slide layout, colour scheme and accessibility </p> <p>Use advanced presentation tools to create interactive presentations for an audience </p>	<p>Learning how to follow sequences of instruction to develop working algorithms </p> <p>Developing skills to be able to debug programs </p> <p>Creating variables to store data in programs </p> <p>Exploring count controlled and condition-controlled iteration </p> <p>Identifying and using selection in programs </p>	<p>Understanding how images can be represented digitally in the form of binary digits </p> <p>Developing skills in using Adobe Illustrator to create vector images </p> <p>Applying tools and techniques for drawing and manipulating shapes </p>	<p>Gaining proficiency in using layers to organise and manage elements within illustrations </p> <p>Develop creativity and problem-solving skills through designing and refining vector images </p> <p>Create vector graphics with a clear purpose and intended audience in mind </p> <p>Export and share vector graphics appropriately </p>	<p>Understand how data can be organised and manipulated using spreadsheet software </p> <p>Learn how to use basic formulas and functions (e.g., SUM, AVERAGE) </p> <p>Create graphs and charts to visualise data </p> <p>Use spreadsheets to model real-world scenarios (e.g., budgeting, planning events) </p> <p>Develop an understanding of cell referencing, formatting, and data validation </p>	<p>Learn how to use Scratch to create animations and interactive stories </p> <p>Design and follow a storyboard to plan an online safety-themed animation </p> <p>Use sequences, loops, and events to bring characters to life </p> <p>Develop debugging skills by identifying and fixing issues in animations </p> <p>Apply presentation and communication skills when sharing completed projects </p>