Curriculum Map - Year 7 - Computer Science
Please note that this is a live document and may be updated during the year

Autumn Term		Spring Term		Summer Term	
Unit Title:	**Unit Title**:	**Unit Title:**	**Unit Title:**	**Unit Title:**	**Unit Title:**
Computer Literacy	Computer Literacy	Algorithmic Thinking	Python	JavaScript	Binary
Key topics covered:	**Key topics covered:**	**Key topics covered:**	**Key topics covered:**	**Key topics covered:**	**Key topics covered:**
Esafety - 3 Lessons File management Emailing Online Research	Esafety - 3 Lessons Formal Business Letter Presentation Skills Spreadsheet Skills AC1	Computational Thinking Linear Search Binary Search Bubble Sort Merge Sort Insert Sort	Flow charts Print Variables If statements For Loops While Loops	Drawing Colouring Variables Interaction Animation	Why Binary Binary Representation Binary Addition Binary Conversion to Decimal

During the year pupils will be taught to:

- Year 7 students are being taught a range of topics related to computer literacy, algorithmic thinking, Python programming, Kodu game development, binary representation, and key topics in computational thinking.

Why do students study this:

Students learn these topics to develop a strong foundation in computing skills aligned with the Computing Programme of Study. They gain essential computer literacy skills, learn algorithmic thinking and programming in Python, explore creative game development with Kodu, understand binary representation, and practise key computational thinking concepts. This equips them with problem-solving abilities, logical thinking, creativity, and collaboration skills necessary for further studies in computer science and digital technology.

Assessment Dates - Can be found on the School Website
Assessment topics - A topic list to support revision can be found on the School Website