BISAK

Year 7 Computing

V1 2026

	Term 1		Term 2		Term 3	
Overview	**Induction & Online Safety** Pupils will learn how to use school technology safely and responsibly. They will explore digital citizenship, online safety, cyberbullying, privacy, digital footprints and responsible use of the internet.	**Introduction to Block-Based programming** Pupils will be introduced to computational thinking and programming using Scratch. They will create simple programs using sequence, input, output, selection and iteration.	**Scratch Pac-Man Project** Following the design process, pupils will plan, design, create and evaluate a Pac-Man style game using Scratch. They will apply their programming knowledge to a larger project.	**Spreadsheets** Pupils will learn how spreadsheets can be used to organise, process and analyse data. They will create formulas, use functions and present data effectively.	**Understanding Computers** Pupils will learn how computers work by exploring hardware components and their functions. They will understand how hardware and software work together within a computer system.	**Binary & Data Representation** Pupils will learn how computers represent data using binary. They will convert between denary and binary numbers and understand why binary is used in computing systems.
Key Skills	• Identify online risks and how to stay safe. • Create secure passwords. • Understand digital footprints and privacy settings. • Follow school acceptable use policies.	• Create and edit Scratch programs. • Use input and output. • Apply selection (if statements). • Apply iteration (loops). • Debug simple programs.	• Design a game using storyboards and planning documents. • Create sprites and backgrounds. • Implement scoring, collisions and game mechanics. • Test and evaluate programs.	• Enter and format data. • Use formulas and functions • Create charts and graphs. • Analyse data and identify trends	• Identify key hardware components. • Explain the purpose of CPU, RAM, storage and input/output devices. • Distinguish between hardware and software. • Understand computer system architecture.	• Convert denary numbers to binary and binary to denary. • Understand bits and bytes. • Explain how text, images and sound are stored digitally. • Apply binary conversion skills.
Assessment Focus	How to stay safe and responsible online.	How to create programs using sequence, input, output, selection and iteration.	How to design, create and evaluate a complete Scratch game.	How to use formulas and functions to solve problems using spreadsheets.	How computers process information and the role of hardware components.	How data is represented using binary and how to perform binary conversions.