Key Stage 3 Curriculum Map 2020-21

Term 1

Year Group: Computing	Subject: 7		
Focus/Topic	**Objectives**	**Key Skills/ UAE Links**	**Home Learning/ Recommended Reading**
• Induction, curriculum orientation and expectations			
• Baseline assessments			
• Networking – E-Safety, Using Computer and the Internet	• Summarise the dangers of being online"	• Knowledge of how to stay safe while online • Understand cyberbullying • Know how to report cyberbullying	• My Learning resources • Digital worksheets • Be safe online quiz HL • CBBC Stay Safe – Horrible Histories • Home learning workbook
	• Identify different web browsers and ways computers connect to the internet	• How to use web browsers correctly and safely i.e. accessing files, downloading, accessing a search engine	• My Learning resources • Digital worksheets • Home learning workbook • WWW video – BBC Bitesize
	• Locate information using search engines	• How to use advanced techniques for more accurate results	• My Learning resources • Digital worksheets • Home learning workbook • Effective searching video - Bitesize
	• Demonstrate how to complete a mail merge using Microsoft Word	• How to create a mail merge and understand its benefits •	• My Learning resources • Digital worksheets • Home learning workbook
	• Demonstrate the use of the correct Microsoft Office application for a given task	• Understand the correct purpose of each MS office product.	• My Learning resources • Digital worksheets • Home learning workbook • Office tutorials – gcf learning
Half Term			

• Networking – E-Safety, Using Computer and the Internet	• Assessment		
• Scratch	**Game Development** • Understand that Scratch is a programming environment that allows you to create games, animations and other simulations • Understand what is meant by an algorithm • Create a sprite and write code to make it move and bounce • Load and use an existing Scratch file • Produce design ideas for a Scratch project	• Algorithm • Sprite • Scratch project	• MS Teams resources • Scratch online https://scratch.mit.edu/
	Lives and Scoring • Define a variable • Write algorithms which use variables to hold values such as **Number of Lives Left** or **Score** in a computer game • Understand the purpose of comments in a program • Annotate a program with comments	• Selection • Annotations • Variable declaration • Comments/annotation	• MS Teams - Find a simple game on the Scratch Community site and print the code blocks. Annotate the code to explain what various blocks of code do. • Scratch online - https://scratch.mit.edu/
	Forever and Repeat • Define iteration • Compare and contract forever and repeat loops • Create repeat and forever loops within Scratch games	• Iteration • Forever • Repeat	• MS Teams • Scratch online - https://scratch.mit.edu/
	Broadcasting	• If	• MS Teams

	- Identify situations where broadcast message can be used. - Explain the use of broadcasting in the game. - Apply broadcast method to create scratch games.	- Broadcast feature - Levels	Scratch online - https://scratch.mit.edu/
	Randomising Behaviour - Learn what each of the operators in the Scratch Green block menu does - Use the **Pick Random** block to position objects randomly on the screen - Understand the use of the operators **<, =, >, and, or, not**. - Use some of these in a Scratch game	- Operators (green blocks) - Logic operators - Pick random - Compare	- MS Teams - Scratch online - https://scratch.mit.edu/
	Assessment - Scratch Project		
Winter Break			