



Subject - Computir	ng Year 7	
		Curriculum Map
		2022 -2023
Week Commencing	Торіс	Assessment Window
STAFF INSET 05/09 Y7 DAY 06/09 ALL STUDENT IN 07/09	Y7 Bridging Unit & Induction. Welcome to Computing at OMERA. This is a bridging unit between the KS2 and KS3 national computing curriculum. Students will share their experiences and knowledge of computing from primary school by recalling, retrieving & applying computing knowledge from KS2.	
12/09/2022	<u>Y7 Bridging Unit & Induction.</u> Welcome to Computing at OMERA. This is a bridging unit between the KS2 and KS3 national computing curriculum. Students will share their experiences and knowledge of computing from primary school by recalling, retrieving & applying computing knowledge from KS2.	
19/09/2022	<u>Y7 Bridging Unit & Induction.</u> Welcome to Computing at OMERA. This is a bridging unit between the KS2 and KS3 national computing curriculum. Students will share their experiences and knowledge of computing from primary school by recalling, retrieving & applying computing knowledge from KS2.	
26/09/2022	Learning checkpoint 1	
03/10/2022	Impact of technology – Welcome to your workstation. Students will have a tour of the common software applications and their personal work areas on the school network. They will apply a range of basic skills such as how to set up folders and rename files. This lesson also introduces learners to communicating respectfully online.	
10/10/2022	Impact of technology Respectful online communication. Students need to be able to work successfully when collaborating online. There are many ways to communicate with others online and different methods will be looked at. This lesson shows students how to make positive contributions to their online community.	
17/10/2022	AR1 Revision	
October Half Term		
31/10/2022	AR1 Assessment	AR1
7/11/2022	DDI Wave 1 reteach	AR1

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14/11/2022	DDI Wave 1 retest, wave 2 activity	
21/11/2022	Impact of technology – Part 1 presenting to an audience. This lesson focuses on the skills required to plan an effective presentation for an audience via google slides. It also explores the term 'cyberbullying' and the effects of cyberbullying.	
28/11/2022	<u>Impact of technology</u> – <i>Part 2 presenting to an audience.</i> This lesson is a continuation of the previous lesson. Students are reminded of good practice for presentations through a 'true or false' activity. They then continue to work on their presentations.	
5/12/2022	Impact of technology – Who are you talking to? Part 1 This lesson introduces learners to the concept of people impersonating others online. The lesson focuses on people pretending to be one of our 'non-digital world' friends. It gives students tips on how to identify our friends online and how to spot impersonators online.	
12/12/2022	Impact of technology – Who are you talking to? Part 2. This lesson includes a range of references to e-safety and good digital citizenship.	
Christmas Break		
02/01/2023	Modelling Data – Spreadsheets. Getting to know a spreadsheet. This lesson introduces students to the concept of spreadsheets and why spreadsheets are useful. They will learn how to navigate a spreadsheet via its rows and columns, and become familiar with the cell referencing system. They will locate and select ranges of cells and change cells' background colour and border properties.	
9/01/2023	<u>Modelling Data – Spreadsheets</u> . <i>Quick calculations</i> . In this lesson, students will practice entering text into cells of a spreadsheet and then learn how to perform calculations on the data using basic formulas and cell references. They will learn how to use the autofill tool to duplicate cells and continue a linear pattern, and then combine the autofill tool with basic formulas to quickly populate a results column with calculations.	
16/01/2023	Modelling Data – Spreadsheets. Collecting data. This lesson begins with a recap of the previous lesson's content and some further practise of using formulas. Then students will discover the difference between data and information, and between primary and secondary sources of data. They will then design a survey to collect some data of their own for use in the next lessons.	
23/01/2023	AR2 Revision	
30/01/2023	AR2 Assessment	AR2
6/02/2023	DDI Wave 1 reteach	AR2





















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13/02/2023	DDI Wave 1 retest, wave 2 activity	
February Half Term		
27/02/2023	<u>Modelling Data – Spreadsheets</u> . <i>Part 1 Become a data master</i> . In this lesson, students will discover how to use functions to analyse data in a spreadsheet. As well as learning how to automatically create charts from data, they will be introduced to four functions: SUM, MAX, MIN, and	
6/03/2023	COUNTA. Functions allow you to very quickly calculate results. The functions covered in this lesson are used to calculate totals, find the maximum and minimum values in a range, and count populated (i.e. non-blank) cells.	
13/03/2023	Modelling Data – Spreadsheets. Level up your data skills. This lesson will introduce students to three more functions — COUNTIF, AVERAGE, and IF — and to how they can sort and filter a spreadsheet. Learners will work on a larger data set to get a feel for analysing real-world data using spreadsheets.	
20/03/2023	Modelling Data – Spreadsheets . In this lesson, students will discover how to use conditional formatting, whereby the appearance of a cell changes automatically depending on the data it contains, according to rules the learners themselves set. They then complete an end-of-unit summative practical assessment.	
27/03/2023	Learning checkpoint 2	
Easter		
17/04/2023	<u>Using media – Gaining support for a cause.</u> Features of a word processor. Students will start with an activity to help them understand that each software application has a different purpose: they will play a game of 'Guess Who', in which they will have to pick the most appropriate software. Next, students will use word processing software to explore a range of formatting tools, and then they will be given a document to format using these tools. The lesson will finish with a multiple choice quiz.	
24/04/23	<u>Using media – Gaining support for a cause</u> . Licensing appropriate images. In this lesson, students will build on the document that they formatted last lesson and will add appropriate images to it, applying relevant formatting techniques. Students will look at a selection of images and discuss which image they think would be appropriate for the given scenarios. Next, students will be introduced to copyright law, and then they will watch a video about Creative Commons licensing. Students will complete an activity in which they have to allocate the appropriate Creative Commons licence in the given scenarios. Students will add images to their document, then complete a peer feedback activity. Time can then be allocated for the students to make changes based on the feedback.	
1/05/2023	<u>Using media – Gaining support for a cause.</u> Credibility of sources. The purpose of this lesson is for students to understand that not all information found on the internet is reliable or trustworthy. Students will look at techniques to use to help determine the credibility of a source, and then apply these skills by writing an article that could be real or fake. Students will	



















Principal: Mrs C Stanyer

	then look at each other's work and try to determine whether or not the article is credible. Students will then work on forming an idea for their project.	
8/05/2023	<u>Using media – Gaining support for a cause.</u> <i>Researching.</i> In this lesson, students will be given the opportunity to research their cause and document their findings. Building on the concepts covered in the previous two lessons, the students will be introduced to the concept of plagiarism. Students will spend time looking at blog posts to evaluate their layout and content, then they will research their own cause and justify the credibility of their sources.	
15/05/23	AR3 Revision	
22/05/23	AR3 Assessment	AR3
May Half Term		
05/06/2023	DDI Wave 1 reteach	AR3
12/06/2023	DDI Wave 1 retest, wave 2 activity	
19/06/2023	<u>Using media – Gaining support for a cause.</u> Promoting your cause. Students will be introduced to the software that they will use to make their blog i.e google sites. Students will use their research document from the previous lesson to create their blog. Students will spend time giving feedback on each other's work.	
26/06/2023	<u>Using media – Gaining support for a cause.</u> <i>Project completion and assessment</i> . Students will review their work based on the success criteria, and will have a chance to make final changes to their work based on the peer feedback that they received in the previous lesson.	
3/07/2023	Learning checkpoint 3	
10/07/2023	Programming essentials I. <i>Hour of Code.</i> Students will be introduced to the concept of problem solving in computing and complete a variety of problem solving tasks. They will then learn about the three main programming constructs of sequence, selection and iteration. They will challenge themselves as they work through the Angry Birds Hour of Code challenge.	
17/07/2023	E-safety Awareness week . Students will reflect upon their online activities and discuss a variety of e-safety related topics including cyberbullying, digital footprints, staying safe online and online predators. A focus on identifying dangers and sources of help e.g CEOP report feature will ensure all students remember to think carefully about their online activities over the forthcoming summer break.	



















24/07/2023

Enrichment activity.





































