St Mary's Catholic High School Curriculum Map

Subject – Computing Year Group: YR 7

7.1 Introduction to the network **7.2 Computer Basics** **7.3 E-safety** **7.4 Binary** **7.5 Scratch**

PATHWAY	Key skills	Key knowledge
Mastery	• Independently enhance programs in a visual language (Scratch). • Manipulate data representation. • Produce digital artefacts that have some professional features. • Explain the importance and consequences of copyright.	• A comprehensive understanding of visual based programming techniques and how they can be used to create programs. • Give relevant advice about reporting specific online threats to different places.
Excellence	• Independently use loops in a visual based programming language. • Perform complex data representation in several formats. • Produce digital artefacts that have some professional features, with support. • Use a range of ways to source and use copyright free information in work.	• A good understanding of visual based programming techniques. • Explain how hardware devices connect together in a computer. • Justify design choices used to create professional digital artefacts. • Recognise and explain the impact of inappropriate e-content, e-contact and e-conduct.
Secure	• Use variables, input, output and selection in a visual language. • Perform simple data representation in several formats and complex representation in one format. • Create digital artefacts with some suitable features. • Organise user area saving work with suitable names.	• An understanding of visual programming techniques. • Understand simple Boolean logic when searching. • Describe the role of several hardware devices. • Understand a range of ways to use technology securely. • Describe, using the correct terminology, how digital artefacts are created.
Developing	• Use variables, input and output in a visual language with support. • Debug simple programs in a visual language with support. • Perform simple data representation in one format. • Create files & folders independently.	• Some understanding of visual programming techniques. • Use simple Boolean logic when searching. • Identify different types of hardware. • Know various ways to report different types of online concerns. • Identify, using some of the correct terminology, how digital artefacts are created.
Foundation	• Use input and output in a visual language, with support. • Debug simple programs in a visual language with support. • Perform simple data representation with support. • Create files and folders with support.	• An awareness of visual programming techniques. • State some hardware devices. • Know what an algorithm is. • Know how to report online concerns. • State how digital artefacts are created.