



Blue Coat Church of England Academy

Year: 7

Subject: Computing/Computer Science

Overview

In an ever changing, technologically advancing society it is imperative that we equip our students with the desired skills needed for their future life and career. At Blue Coat Academy we aim to prepare our learners for their future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever changing digital world. Knowledge and understanding of Computing is of increasing importance for children's future both at home and for employment. Our Computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety to ensure that children become competent in safely using, as well as understanding, technology. These strands are revisited repeatedly through a range of themes during children's time in school to ensure the learning is embedded and skills are successfully developed. Our intention is that Computing also supports children's creativity and cross curricular learning to engage children and enrich their experiences in school.

Computing Computer Science

When students embark on their journey into secondary school it is hugely important to us here at Blue Coat Academy that Year 7 students continue to develop their skills through a range of different projects during the year.

1. The first project that students undertake is a **Collaborating Online** project where they learn the importance of engaging with several different online platforms that are essential in the classroom as well as at home. Students grow in confidence and knowledge of knowing they will become secure learners of platforms that will support their educational journey for years to come.

2. Once the different platforms are better understood the students move onto a project where they learn the importance of **E-Safety**. Whilst ensuring they understand the advantages and disadvantages associated with online experiences, we want students to develop as respectful, responsible and confident users of technology, aware of measures that can be taken to keep themselves and others safe online.
3. The students are then moved onto going back in history and learning about **The History of Computers**. The most important reason to preserve the history of computing is to help create the future. As a young entrepreneur, the story goes, Steve Jobs asked Noyce for advice. Noyce is reported to have told him that “You can't really understand what's going on now unless you understand what came before.
4. The students are then moved onto developing skills on **spreadsheet software**, this is where they learn to get to grips with the software for the first time. The project explores skills within spreadsheets and this will really grow their understanding and confidence of using this programme ready for Year 8 Spreadsheets which takes their learning even further.
5. Students will learn about **Scratch Programming** by the beginning of term 3. By enabling children to program their own stories, games and animations, Scratch is intended to help “young people learn to think creatively, reason systematically, and work collaboratively — essential skills for life in the 21st century”.
6. Finally in Year 7 students will get a chance to be part of the **iDEA programme**. **The Inspiring Digital Enterprise Award**, known as **iDEA** is an international award winning programme that helps you develop digital, enterprise and employability skills for free. Through a series of online challenges, students can win career-enhancing badges, unlock new opportunities and, ultimately, gain industry-recognised Awards that help students stand out from the crowd.