

# What will you learn in Year 7 Computing Lessons?

The following projects are covered in Year 7:

- **Frog and Google:** Pupils will learn how to use the Frog VLE and Google systems that are used in school both in the classroom and at home for all subjects.
- **E-safety:** Pupils will learn how to keep safe whilst using the internet and about the risks that are present when using the internet and online services including social media.
- **Representation of data:** Pupils will learn how computers use data and how images and sound can be represented through Binary conversion. Pupils will learn how to add and subtract in Binary.

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- **Computational thinking & Coding:** Pupils will learn how complex problems can be worked out. Broken down and solutions worked out. Pupils will learn about algorithms and how the sequence order is important to how the problem is solved. Pupils will learn to code using Python and construct small programs.
- **AI:** Pupils will learn what AI is and how it is used within society and the impact that it has had. We will also look at Ethics and whether AI is developed enough to make ethical decisions and the importance of this ability.
- **Building Websites:** Pupils will learn what qualities a good website will have, and what to avoid. They will learn how to construct a website using Wix and will select the appropriate information required for their website.

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## Enrichment Course

Year 7 Enrichment will also include the opportunity to study further Computing and ICT sessions. Pupils will look at Coding using the Micro:bit, a development from the BBC to reintroduce Programming into the curriculum. Pupils will look to code and create different programs through set tasks, and running them on the Micro:bit device.

Pupils will also look at Visual Programming through KODU, a Microsoft app that makes creating games simple.