

**Year 7 Create (9 week cycle)**

Weeks 1-3		Weeks 4-6		Weeks 7-9	
<p><b>Key knowledge:</b> <b>Digital Literacy</b></p> <ul style="list-style-type: none"> <li>Hardware/ Software / What is the Cloud / Search Engines / Browsers / Blogs</li> </ul> <p><b>Digital Citizen</b></p> <ul style="list-style-type: none"> <li>Social Media / Ethical Issues / Malware / Encryption / Digital Footprint/ Artificial Intelligence</li> </ul> <p><b>Digital Analyst</b></p> <ul style="list-style-type: none"> <li>Uses of Database / How to create queries</li> </ul>		<p><b>Key knowledge:</b> <b>Digital Technician</b></p> <ul style="list-style-type: none"> <li>Parts of a Computer / The internet</li> </ul> <p><b>Digital storage</b></p> <ul style="list-style-type: none"> <li>Binary / Storage units</li> </ul> <p><b>Digital programmer</b></p> <ul style="list-style-type: none"> <li>Scratch - creating a game</li> </ul>		<p><b>Key knowledge:</b> <b>Digital Creativity</b></p> <ul style="list-style-type: none"> <li>Pre-Production / Audience &amp; Purpose/ Graphic Design / Tools</li> </ul> <p><b>Digital Finance</b></p> <ul style="list-style-type: none"> <li>Spreadsheets / Formulas</li> </ul>	
<p><b>Pupils will be able to:</b> Understand a range of ways on how to use technology safely, respectfully, responsibly and securely, protecting both themselves and others online. They will understand what it means to be a good digital citizen and the basic skills of using a database.</p>	<p><b>Key Vocabulary:</b> password; secure; network; social networks; cyber-bullying; online; cybercriminal; anti-virus software; Computer Misuse Act; footprint; digital divide; virus; security; firewall; trojan; worm; ransomware; input; output; storage; process; central processing unit; arithmetic; logic; cache; register; ROM; RAM; megabyte; gigabyte; GPU; analogue; digital</p>	<p><b>Pupils will be able to:</b> Understand the different elements of what makes up a computer. They will understand the difference between the internet and the world wide web and how they link together. Pupils will start to explore scratch and the key skills to become a digital programmer.</p>	<p><b>Key Vocabulary:</b> Binary; denary; digits; bit; nibble; byte; network; internet; fibre optic cables; Wi-Fi; ethernet; sequence; selection; iteration; spreadsheet; formula; cell; cell reference; columns; rows; formula bar; active cell; layout; dimensions'; bitmap; vector; white space; spreadsheet; formula; cell; cell reference; columns; rows; formula bar; active cell</p>	<p><b>Pupils will be able to:</b> Create a visual identity and digital graphic products using graphic software.  Be able to model in a spreadsheet and use basic formulae.</p>	<p><b>Key Vocabulary:</b> moodboard; client brief visualisation diagram; input; output</p>
<p><b>Assessment: Google Form quiz after every Digital badge</b> Retrieval practice, regular skills and knowledge based checkpoints with whole class feedback, peer/self-assessment. TLAs. AAFPOL.</p>		<p><b>Assessment: Google Form</b> Retrieval practice, regular skills and knowledge based checkpoints with whole class feedback, peer/self-assessment. TLAs. AAFPOL.</p>		<p><b>Assessment: Google Form</b> Retrieval practice, regular skills and knowledge based checkpoints with whole class feedback, peer/self-assessment. TLAs. AAFPOL.</p>	
<p><b>Enrichment Opportunities:</b> Watch: <a href="https://www.bbc.co.uk/teach/class-clips-video/articles/znnq7nb">https://www.bbc.co.uk/teach/class-clips-video/articles/znnq7nb</a> Read: <a href="https://www.bbc.co.uk/bitesize/subjects/zvc9q6f">https://www.bbc.co.uk/bitesize/subjects/zvc9q6f</a> Search: <a href="https://www.csnews.com/keystage3">https://www.csnews.com/keystage3</a></p>		<p><b>Enrichment Opportunities:</b> Watch: Flappy Birds Scratch game: <a href="https://www.youtube.com/watch?v=jHymFsQ2iR4">https://www.youtube.com/watch?v=jHymFsQ2iR4</a> Read: Look Inside How Computers Work Usborne Book. Search: <a href="http://www.code.org">www.code.org</a></p>		<p><b>Enrichment Opportunities</b> Watch: <a href="https://www.youtube.com/watch?v=r1mwj8AH98Y&amp;t=19s">https://www.youtube.com/watch?v=r1mwj8AH98Y&amp;t=19s</a> Read: "The Art of Game Design: A Book of Lenses" by Jesse Schell (simplified edition or concepts) Great introduction to creativity in game design. Search: <a href="http://www.canva.com">www.canva.com</a></p>	