



The curriculum for this stage of students' education has been designed to help the transition from key stage 2 computing while focusing on improving student's digital literacy, and introducing the core concepts of programming in a block-based programming language. Students will learn how to use the computer systems at Bishop Milner appropriately and be able to utilise a range of applications to meet set criteria.

<p><b>Half Term 1:</b></p> <p><b>Clear messaging in digital media</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>- How to use the school computing labs</li> <li>- How to use common software applications such as Microsoft Word and PowerPoint</li> <li>- How to work across multiple applications on the same piece of work</li> <li>- Understand the difference between branding and content</li> </ul> <p><b>How this will be assessed:</b></p> <p>Students will take a multiple-choice summative assessment at the end of the unit and their work will be assessed against a rubric.</p>	<p><b>Half Term 2</b></p> <p><b>Networks: From semaphores to the internet</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>- Understand common network hardware devices</li> <li>- Understand how network hardware works together to deliver communication services</li> <li>- The difference between the internet and the world wide web</li> <li>- The basics of network protocols such as HTTP and TCP</li> </ul> <p><b>How this will be assessed:</b></p> <p>Students will take a multiple-choice summative assessment at the end of the unit.</p>	<p><b>Half Term 3</b></p> <p><b>Programming Essentials in Scratch: Part 1</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>- The three constructs of programming: sequence, selection, and iteration.</li> <li>- How to apply programming constructs in block-based programming.</li> <li>- How to debug problems in programs</li> </ul> <p><b>How this will be assessed:</b></p> <p>The final lesson of the unit requires learners to complete a set of tasks using a Scratch program which will be assessed.</p>
<p><b>Half Term 4</b></p> <p><b>Programming Essentials in Scratch: Part 2</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>- What decomposition is and its use in programming</li> <li>- How subroutines can be used to break a program up</li> <li>- How lists are used in programming</li> <li>- Incorporating all previous learning to create complex programs</li> </ul> <p><b>How this will be assessed:</b></p> <p>This unit contains a pair programming project that learners will complete which will be assessed.</p>	<p><b>Half Term 5</b></p> <p><b>Using media – Gaining support for a cause</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>- How to pick the most appropriate software for a given task</li> <li>- The features available on word processors</li> <li>- Licensing rules and source credibility</li> <li>- Online researching techniques</li> <li>-</li> </ul> <p><b>How this will be assessed:</b></p> <p>Students will present their work and be assessed against a rubric.</p>	<p><b>Half Term 6</b></p> <p><b>Modelling data: Spreadsheets</b> <b>STUDENTS MUST KNOW:</b></p> <ul style="list-style-type: none"> <li>- How to navigate and enter data in Microsoft Excel</li> <li>- How to sort and filter data in Microsoft Excel</li> <li>- How to use prebuilt and create their own formulas</li> </ul> <p><b>How this will be assessed:</b></p> <p>Students will complete an end of unit summative assessment in which they must edit and add to a spreadsheet to answer questions.</p>

Embedding this knowledge can be supported at home by frequent use of computer systems and personal projects completed independently. Scratch can be accessed from home for free.