St Cuthbert Mayne School Curriculum Map 2023-2024

Year 7

Department: COMPUTING

At STCM, the Computing curriculum has been designed to be exciting, creative and dynamic, meeting the needs of all our students so they acquire skills for future learning & employment in an ever-changing world. The topic range is diverse, enabling each student to explore and find their own forte in computing. We have divided the curriculum into three strands, computer science, digital creativity and IT, each strand provides students with a different skill set and knowledge of career paths they could take.

Computer Science: Programming skills using Scratch, Hardware and computer systems,

Digital Creativity: History of animation and creation and Graphic design using Adobe Photoshop

IT: An introduction to SpreadSheets, Online Safety viruses, password security and digital footprint, MS PowerPoint and MS Word skills

Year 7 Autumn Term

Topic/Unit	Google Drive and Baseline test	Online Safety - viruses, password security and digital footprint	Hardware and Computer Systems
Knowledge (Content covered)	Understanding Google Drive, Google Classroom and our network. Baseline test to gauge previous knowledge from KS2.	Awareness of the issues surrounding computer viruses, poor password security and their ever increasing digital footprint	Introduces students to computer hardware, including what is inside and outside the box.
Skills	General computer use - IT	Online awareness - IT	Computer Science
Assessment	Formal assessment Teacher assessment	Teacher assessment	Formal assessment Teacher assessment
Gatsby 4 (Linking curriculum learning to careers) GATSBY BENCHMARK 4	Careers that require the use of Office based software eg: receptionist, bank clerk, estate agents the list is endless Teacher	Cyber security Police Teacher	Network technician Network manager Network architect Systems analyst Teacher

Year 7 Spring Term		
Topic/Unit	**Introduction to Scratch Programming**	**Using Media**
Knowledge (Content covered)	This unit is the first programming unit of KS3. The aim of this unit is to build learners' confidence and knowledge of the key programming constructs. Sequencing, variables, selection, and count-controlled iteration.	During this unit, learners develop their understanding of information technology and digital literacy skills. They will use the skills learnt across the unit to create a blog post about a real-world cause that they would like to gain support for. Learners will develop software formatting skills and explore concerns surrounding the use of other people's work, including licensing and legal issues.
Skills	Computer Science	Digital Literacy
Assessment	Formal assessment Teacher assessment	Low stakes testing Teacher assessment
Gatsby 4 (Linking curriculum learning to careers) GATSBY BENCHMARK 4	Data scientist. Software tester. Web developer. Systems analyst. Business analyst. Product manager. Network architect. Software engineer. Teacher	Admin roles

Year 7 Summer Term

Topic/Unit	Harry Plotter Excel	History of Animation
Knowledge (Content covered)	Introduction to Microsoft Excel. Students will learn how simple models are built by first investigating rules and then by seeing how rules can govern the behaviour of simple models. They will learn various functions and formatting techniques. ● Autosum ● Average ● range ● Charts ● Using cell referencing ● Formatting cells	To understand the history of animation, starting with Walt Disney's 'Steamboat Willie' up to the present day. For students to know about the different methods of creating animations. To create simple animations using professional software.
Skills	Digital Literacy	Creative IT
Assessment	Teacher assessment Formal assessment	Teacher assessment
Gatsby 4 (Linking curriculum learning to careers) GATSBY BENCHMARK 4	Accountant Project manager Teacher	Graphic designer Website designer