

## Co-op Academy Leeds Year 7: Computing - Long Term Plan 2023-24

All lessons will follow the Co-op Academy Lesson Journey and include a (retrieval) Do Now, Lesson Intentions, Success Criteria, Explicit Instruction, Quality Time/Practice, Review

ROLLOVER / TRANSITION					
Week	37	38	39	40	41
W/C Date	26-Jun 23	03-Jul 23	010-Jul 23	17-Jul 23	24-Jul 23
Specification					
Topic					
Key Objectives					
Retrieval					
Homework					

### Department Computer Science and ICT

#### Retrieval and Assessment Key

	STAR Assessment / Marking
	Quizzes / Formative Marking
	Student Voice
	Live Feedback inc Whole Class Feedback
	DIRT
	Data Capture

\*\*\*The LTP has declarative (theory) and procedural (practice) knowledge and skills embedded to develop learners holistically in Digital Literacy, Computer Science and IT. It is further saturated in a contextual narrative to give learners a real-life relatable computational thinking and problem solving perspective.\*\*\*

#### Key Concepts From The National Curriculum For Computing

1. Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
2. Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
3. Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
4. Are responsible, competent, confident and creative users of information and communication technology.

#### Year 7 key knowledge, understanding and skills to be developed:

- To know, understand and take steps to protect yourself against cyberbullying
- To know, understand and review hardware of a computer system
- To develop computational thinking by applying abstraction and decomposition across the problem based contextual learning
- To develop competence in the use and application of graphic manipulation tools
- To develop competence in word processors, spreadsheets and presentation slides their associated tools
- To develop python programming skills
- To develop critical reflection skills by providing possible solutions for a vulnerable network
- To develop critical reflection skills in application of artificial technology

## Co-op Academy Leeds Year 7: Computing - Long Term Plan 2023-24

All lessons will follow the Co-op Academy Lesson Journey and include a (retrieval) Do Now, Lesson Intentions, Success Criteria, Explicit Instruction, Quality Time/Practice, Review

Week	1	2	3	4	5	6	7	8		9	10	11	12	13	14	15		
W/C Date	04-Sep	11-Sep	18-Sep	25-Sep	02-Oct	09-Oct	16-Oct	23-Oct		06-Nov	13-Nov	20-Nov	27-Nov	04-Dec	11-Dec	18-Dec		
Specification	Digital Literacy: Being A Google Suite Netizen									ICT: Project Based Contextual Learning								
Topic	Digital Basics and Housekeeping (declarative and procedural)				Applied Digital Skills: CyberSafety (declarative and procedural)					Graphic Design: G-Mo's Tandoori Fried Chicken (declarative and procedural)								
	Operation of a Computer: Getting Started		Organising Files and Folders		Using Slides	Using Slides	Using Slides	Using Docs	Using Docs	Design A Logo				Create A Logo				
Key Objectives	state the rules of engagement with computers	be able to access your work in Google Classroom	describe the importance of file organisation	create folders in file explorer and name them using conventions	identify the standard tools in Google slides	create a poster that defines cyberbullying	create a poster that defines cyberbullying	identify the standard tools in Google Docs	type a letter to celebrity asking him to write a song on cyberbullying with justifications	highlight main requirements in a client brief	brainstorm ideas using a mindmap	name a file and select its dimensions	use the layers function correctly	create a business logo	create a business logo	create a business logo		
	create strong passwords	be able to access Google Docs	explain the importance of file organisation	create a file in a folder	import images from the internet into slides	create a poster on the different types of cyberbullying	create a poster on the different types of cyberbullying	import images from the internet into Docs	type a letter to celebrity	identify success criteria	create a moodboard	open and save a file correctly	use the shapes function for a purpose	create a business logo	create a business logo	create a business logo		
	become familiar with create a Google Suite Classroom	access create an email attachment and send it to a recipient	justify the importance of file organisation	use shortcuts for copying and pasting and saving files	Import videos from the internet into slides	create a poster on the different ways to protect yourself against cyberbullying	create a poster on the different ways to protect yourself against cyberbullying	import videos from the internet into Docs	type a letter to a celebrity	identify the target audience the client brief is aimed at	create a visualisation diagram	identify the standard photopea tools	select several font styles and sizes for a purpose	create a business logo	create a business logo	create a business logo		
Retrieval / Assessment / DC				quiz / mock	DIRT			STAR	DIRT	DC1					quiz / mock	DIRT		

## Co-op Academy Leeds Year 7: Computing - Long Term Plan 2023-24

All lessons will follow the Co-op Academy Lesson Journey and include a (retrieval) Do Now, Lesson Intentions, Success Criteria, Explicit Instruction, Quality Time/Practice, Review

Week	16	17	18	19	20		21	26	27	28	29	30			31
W/C Date	08-Jan	15-Jan	22-Jan	29-Jan	05-Feb		19-Feb	26-Feb	04-Mar	011-Mar	18-Mar	25-Mar			15-Apr
Specification	ICT: Project Based Contextual Learning						Computer Science Computer Systems: Hardware								Computer Science Programming
Topic	Spreadsheets: G-Mo's TFC (Tandoori Fried Chicken)						Let's Smash Up A Computer!!! (declarative)								Creating A Bat & Ball Game In Scratch (declarative and procedural)
	Design A Spreadsheet for G-Mo's Tandoori Fried Chicken (declarative and procedural)		Create A Spreadsheet for G-Mo's Tandoori Fried Chicken Shop (declarative and procedural)				Input and Output Devices		CPU		Memory and Storage				
Key Objectives	highlight main requirements in client brief	breakdown data needed for table	create a table	use a formulae to calculate the SUM, AVERAGE, COUNT, MAX and MIN	justify the performance of the business		define a computer system being input, process output	explain an embedded system	define a CPU	compare a CPU to the human brain	outline the purpose of RAM, ROM	explain primary and secondary storage			create a success criteria for the game
	identify success criteria	create mindmap / visualisation diagram of table	insert data correctly	create a graph representing the data collected	explain where improvements could be made to the business		Identify input, output and hybrid devices	compare an embedded system with a non- embedded system system	explain the function of the CPU	explain how CPU performance can be affected	explain the features of RAM and ROM	explain the difference between HDD and SSD			create a mindmap for a game idea
	identify the target audience the client brief is aimed at	design table	insert all the data norms	analyse the calculated data	explain where you can make improvements to the spreadsheet	H A L F - T E R M	explain how computers communicate in binary	discuss the advantages of embedded systems	identify the different parts of the CPU	assess ways to improve a CPUs performance	compare RAM and ROM	discuss difference between HHDs and SSDs	H A L F - T E R M	H A L F - T E R M	create a visualisation diagram of the game idea
Retrieval / Assessment / DC				STAR	DIRT		DC2				quiz / mock	DIRT			

## Co-op Academy Leeds Year 7: Computing - Long Term Plan 2023-24

All lessons will follow the Co-op Academy Lesson Journey and include a (retrieval) Do Now, Lesson Intentions, Success Criteria, Explicit Instruction, Quality Time/Practice, Review

Week	32	33	34	35	36	H A L F - T E R M	40	41	42	R O L L O V E R	43	44	45	46
W/C Date	22-Apr	29-Apr	6-May	13-May	20-May		3-Jun	10-Jun	17-Jun		24-Jun	1-Jul	8-Jul	15-Jul
Specification	Computer Science: Project Based Contextual Learning						Computer Science: Project Based Contextual Learning							
Topic	Programming: Create A Bat and Ball Game In Scratch (declarative and procedural)						Computer Systems: Ethics of Technology (declarative)							
	Creating A Game						Case Study: Amazon Go and Google Self-Driving Cars							
Key Objectives	select a background, sprites, and objects within the game	create the code for moving characters	create sound and back music	review the success criteria of the game	summative assessment and feedback		explain Amazon’s Go and Google self-driving technology	create a presentation discussing the impact of this technology on society and people	write a letter in Docs to the CEO explaining your position					
	create a score card	create special functions of the game	create changing colours	review the success criteria of the game	summative assessment and feedback		compare Amazon’s Go and Google self-driving technologies	create a presentation discussing the impact of this technology on society and people	write a letter in Docs to the CEO explaining your position					
	create levels within the game	repeat across the different levels	run the first attempt and complete test table	review the success criteria of the game	summative assessment and feedback		discuss the benefits and harms of Amazon’s Go and self-driving technologies	create a presentation discussing the impact of this technology on society and people	write a letter to the CEO explaining your position					
Retrieval / Assessment / DC				STAR	DIRT		quiz / mock	DC3	student voice					