



This document is supplemental to the progression documents that describe the learning in our federation. It shows an example of what year 7 children can expect to learn. As our pupils move to a variety of different settings – with changing schemes of work — it is not feasible to show the precise learning. This information comes from teachcomputing.org

7 Modelling data – Spreadsheets

Introduce your learners to the wonderful world of spreadsheets and the concept of cell referencing. Ask them to collect, analyse, and manipulate data, before turning it into graphs and charts. Data is beautiful!

7 Programming essentials in Scratch – part I

This unit is the first programming unit of KS3. The aim of this unit and the following unit (Programming II) is to build learners' confidence and knowledge of the key programming constructs. Importantly, this unit does not assume any previous programming experience, but it does offer learners the opportunity to expand on their knowledge throughout the unit. The main programming concepts covered in this unit are sequencing, variables, selection, and count-controlled iteration.

7 Impact of technology – Collaborating online

A primer for learners on how to use the school network appropriately. This unit builds in time for teacher-led discussions on why appropriate usage is important, as well as allowing for opportunities to highlight online safety issues.

7 Networks from semaphores to the Internet

Imagine a world without computer networks: there would be no more YouTube, Google, instant messaging, online video gaming, Netflix, and iTunes; no online shopping; no file sharing; and no central backups of information. This unit begins by defining a network and addressing the benefits of networking, before covering how data is transmitted across networks using protocols.

7 Programming essentials in Scratch – part II

This unit begins right where 'Programming I' left off. Learners will build on their understanding of the control structures' sequence, selection, and iteration (the big three), and develop their problem-solving skills. Learners will learn how to create their own subroutines, develop their understanding of decomposition, learn how to create and use lists, and build upon their problem-solving skills by working through a larger project at the end of the unit.

7 Using media – Gaining support for a cause

Do you want your learners to change the world? Here's a good place to start. They will develop a deeper understanding of information technology and digital literacy by using their skills across the unit to create a blog post about a real world cause that they are passionate about and would like to gain support for.

Great Ellingham and Rocklands Primary Schools

Progression into year 7



Next steps in developing this documents and its use in our federation:

Collaborate with Attleborough Academy to develop the specificity and detail included.

Amalgamate with skills and knowledge progression document once they are reformatted.