Roundwood Park School Curriculum Map – COMPUTER SCIENCE (Y7)

A curriculum that stimulates curiosity, values diversity and offers challenge.
We help every student to love learning for life, to follow their passions and to reach their full potential.

Year 7	Autumn Term 1	Autumn Term 1-2	Spring Term	Spring Term 2	Summer Term 1	Summer Term 2
Unit of Work	**Basic Skills**	**Data**	**Computational Thinking (Python Turtle)**	**Computers in Society**	**Computers in Society**	**iDEA**
Key Knowledge Or Enquiry Question	• Logging on, changing passwords • Using RM Unify • Using Google Classroom	• Units of storage • Binary and converting between denary and binary numbers • Hexadecimal and converting between denary, binary and hexadecimal • Simple binary maths	• Basic commands • For loops to create shapes • Nested loops • Changing colour, pen thickness	• What is inside a computer? • Input / output devices • Processor and Memory • Secondary storage	• Operating Systems • Utility Software • Application Software	• Safe online • Money management • Social Media Ethics • E-Safety • Fake News • Problem Solving
Concepts	Practical use of computer systems in school	Understanding how data is understood and represented by a computer	Ability to program the computer to draw shapes and patterns	Understanding the different components of a computer system	Understanding the different components of a computer system	Students complete badges to earn the bronze Inspiring Digital Enterprise Award
Key Vocabulary	**Programming commands; CiS –** Monitor, Keyboard, Mouse, Projector, Speakers, Printer, Scanner, Digital camera, ROM, RAM, Processor, Cache, Optical storage, Magnetic storage, Solid State Storage, Operating systems, Software; **Data** – bit, byte, kilobyte, megabyte, gigabyte, terabyte, binary, denary, hexadecimal					
ASPIRE Habits	Reflective	Resourceful	Resilient	Resilient	Resourceful	Responsible
Reading Opportunities			Kubica – Computational Fairy tales	Clark Scott – But How Do It Know?	Clark Scott – But How Do It Know?	