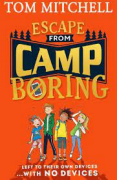
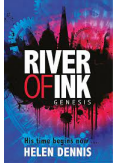
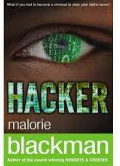


# Year 7 COMPUTING

Key Learning		Pre-Exposure Tasks	Linked Fiction
<b>Autumn 1</b>	<p><b>Online Safety:</b> Learn what the internet is and how it works; learn how to use technology securely.</p>	<p>Read the information on E-safety and complete the test: <a href="https://www.bbc.co.uk/bitesize/guides/zrtrd2p/revision/1">https://www.bbc.co.uk/bitesize/guides/zrtrd2p/revision/1</a></p>	 <p><b>Escape from Camp Boring</b> Tom Mitchell</p>
<b>Autumn 2</b>	<p><b>Digital skills – Future Technology:</b> Learn about new and emerging technologies and consider how these have developed in the digital age and have impacted upon society.</p>	<p>Make an A4 sized fact card on the practical uses of augmented reality. Use this link to get started or use your own examples: <a href="#">12 Examples of Augmented Reality in Different Industries/</a></p>	
<b>Spring 1</b>	<p><b>Digital skills – Future Technology:</b> Learn how technology is impacting upon energy dependency and climate change before planning, designing and costing a future home.</p>	<p>Research futuristic homes. Consider what technologies they might utilise and how these homes will be different to our current ones in terms of their design and environmental efficiency.</p>	 <p><b>River of Ink: Genesis</b> Helen Dennis</p>
<b>Spring 2</b>	<p><b>Space Academy - Introduction to Coding:</b> Learn how computers use binary information; use databases to organise information; explore and learn about programming and coding.</p>	<p>Read the information 'Introduction to Programming': <a href="#">What is programming? - Introduction to programming - KS3</a> <a href="#">Computer Science Revision - BBC Bitesize</a></p>	
<b>Summer 1</b>	<p><b>Space Academy - Computer Systems:</b> Learn about the features of a computer; develop an understanding of the storage, input and output devices that it contains; begin to understand the concept of algorithm.</p>	<p>Work through the 'Introduction Lessons 1-4' at <a href="http://www.gcflernfree.org/computerbasics">www.gcflernfree.org/computerbasics</a> and research what a computer is.</p>	 <p><b>Hacker</b> Malorie Blackman</p>
<b>Summer 2</b>	<p><b>Space Academy - Computer Programming:</b> Learn how flowcharts and algorithms are used to solve problems and explore some of the early concepts involved in writing computer code.</p>	<p>Complete one of the activities at <a href="#">Hour of Code Teacher Resources   Code.org</a> to develop your understanding of programming.</p>	