

## Computing Curriculum Overview - Year 7

	Unit	Details
Autumn One	<b>Computing 101</b>	Computing 101 explores an introduction to computer science examination computer hardware and how components interact including through the use of binary instruction.
Autumn Two	<b>Edublocks</b>	Edublocks bridges the gap between block based programming in KS2 and text based programming which is explored in year 8, providing a block based environment that uses python syntax and logic to aid the transition to text.
Spring One	<b>Flowol</b>	Flowol looks to embed computational thinking including decomposition, abstraction and pattern recognition to create an algorithmic solution through flowcharts to control real world scenarios.
Spring Two	<b>Robot Design</b>	Robot design further builds upon pupils problem solving skills set and introduces design and pre production planning to enable pupils to express their creativity in a STEM environment.
Summer One	<b>Kodu</b>	Kodu game designer enables pupils to create block based programming whilst exploring advanced programming concepts such as Object Oriented Programming.
Summer Two	<b>Web Design</b>	Pupils explore the world of web design to create a site which promotes cyber security and e-safety which alongside design and creativity underpin the unit.