Computer Science

Year 7 Knowledge and Skills

Cantell SCHOOL

Area of study	Your child will … (Knowledge)	Your child will be able to… (Skills)
Autumn Term		
Autumn 1 Introduction to Cantell Computer Science	• Know the different sites and services students can access using RMUnify, e.g., Satchel:One, ParentPay, Gmail, Google Drive, Google Classroom • Understand what emails are, and name the different parts of a standard email template e.g. To, CC, signature, body, attach • Know what files and folders are , and that files are stored in folders	• **Be able to login to RMUnify, use this to access multiple sites/services.** • **Send emails to multiple recipients. Attach documents and images to emails when sending them, and start and end emails appropriately.** • **Create folders and subfolders to store files, with an appropriate naming system**
Autumn 2 Digital Literacy	• Understand the purpose of Word processors, Spreadsheets and Presentations software. • Be able to identify specific, different word processing, spreadsheet and presentation software.	• Be able to format text/data in word processors, spreadsheets and presentation software. • Be able to identify cells in spreadsheets. • Be able to add text, transitions and animations to presentations.
SpringTerm		
Spring 1 Algorithms	• Identify the difference between hardware and software. • Identify key pieces of hardware. • Understand that memory is essential for storing information from computers.	• Be able to sort different pieces of hardware as either input or output devices. • Explain the difference between primary and secondary memory • Identify and make simple comparisons between some different storage devices

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Spring Term		
Spring 2 Bits & Pieces 1	• Define what an algorithm is. • Be able to label and describe the different symbols used in flowchart representations of algorithms. • Understand that flowchart algorithms are a tool to help write programmable algorithms	• Be able to read through a simple algorithm and describe what it does. • Be able to follow an algorithm with specific inputs and find what the output would be. • Attempt writing flowcharts for very simple algorithms or processes.
Summer Term		
Summer Micro:Bit Programming	• Recognise why computer programmes are useful e.g. quicker, good with repetition, accurate, cheaper. • Identify the different blocks of code in EduBlocks and how they link to the different flowchart symbols. • Know how to run code, and how to recognise when an error is given by the code. • Understand which inputs in a piece of code can be edited.	• To be able to identify whether a computer programme would be useful or even necessary to solve a problem. • To be able to combine blocks in EduBlocks to make sections of code. • Be able to combine small sets of code blocks to make very simple pieces of running code. • To take existing code and edit it to better understand what the code does.