

Computer Science Long Term Plan Year 7



W/C	6 th September	10 th September	17 th September	24 th September	1 st October	8 th October	15 th October	HALF TERM	31 st October	5 th November	12 th November		
		Office Applications		Spreadsheet Modelling Project: Vending Machine						Vending Machine (continued)			
	Baseline tests	Login/Passwords/ Files organisation	Word processing / presentation	Project Introduction: System Development Life Cycle	Entering Data, Datatypes (Input)	User Interface / Formatting	Calculations (Process)			Data validation / Protection	Charts and graphs (Output)	Peer Review / Improvements	
W/C	19 th November	26 th November	3 rd December	10 th December	CHRISTMAS	7 th January	14 th January	21 st January	28 th January	4 th February	11 th February	HALF TERM	
	Scratch Game Design						Scratch Game Design (continued)			BBC Microbit Project			
	Project Intro: SDLC, target audience, user requirements	Background and sprites (vector & bitmap graphics)	Controlling movement (events, sequences, loops)	Detecting collisions (conditio nal statemen ts)			Adding scoring / lives (variables)	Presentations	Peer Review / Improvements	Algorithms	Project: Fidget Cube		Variables
W/C	25 th February	4 th March	11 th March	18 th March	25 th March	1 st April	EASTER	24 th April	29 th April	6 th May	13 th May		
	BBC Microbit Project (continued)								BBC Microbit Project (continued)			Year 7 Internal Exams	
	Project: Everything counts	Conditional Statements	Project: Board Game	Iteration and looping	Project: Get Loopy	Start: Mini-project			Complete: Mini- project	Presentations	Revision		
W/C	20 th May	HALF TERM	3 rd June	10 th June	17 th June	24 th June	1 st July	8 th July					
			Database Detectives										
	Peer Review / Improvements		Introduction - Databases	Tables / Forms	Queries / Reports	Finishing off	Enrichment Week	Binary					