

# Subject Long Term Plan Year 7 2019-20

## Temperance Term

<b>W/C</b>	2 <sup>nd</sup> September	9 <sup>th</sup> September	16 <sup>th</sup> September	23 <sup>rd</sup> September	30 <sup>th</sup> September	7 <sup>th</sup> October	14 <sup>th</sup> October	21 <sup>st</sup> October	
Topic	<b>Computing at CFS</b>		<b>Computer Basics 1</b>						
	Login/Passwords	One note, one drive, file organisation	What is a computer, input & output devices	Software and Hardware	Internal parts of a computer	Binary representation (4-5 bit)	Computer networks	Peer Review / Improvements	
Challenge			Bonus devices	Comparing software	Expansion cards	"Bigger Bytes"	Topologies		
Assessment		Questioning / Task completion						Socrative Test	
<b>W/C</b>	<b>HALF TERM</b>	4 <sup>th</sup> November	11 <sup>th</sup> November	18 <sup>th</sup> November	25 <sup>th</sup> November	2 <sup>nd</sup> December	9 <sup>th</sup> December	<b>CHRISTMAS</b>	
Topic		<b>Block programming – Scratch Game Design Project</b>							
		Project Intro: SDLC, target audience, user requirements Background and sprites	Controlling movement (events, sequences, loops)	Detecting collisions (conditional statements)	Adding scoring / lives (variables)	Functions / procedures	Peer Review / Improvements		
Challenge		Tricky game idea	Random movements	Complex conditions	Using lists	"Funky functions"			
Assessment		Questioning / Task completion							Socrative Test

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## Justice Term

<b>W/C</b>	6 <sup>th</sup> January	13 <sup>th</sup> January	20 <sup>st</sup> January	27 <sup>th</sup> January	3 <sup>rd</sup> February	10 <sup>th</sup> February	<b>HALF TERM</b>
Topic	<b>Spreadsheet Modelling – Vending Machine Project</b>						
	Entering Data, Datatypes (Input)	User Interface / Formatting	Calculations (Process)	Data validation / Protection	Charts and graphs (Output)	Peer Review / Improvements	
Challenge	Formatting data	Accessibility	Absolute references / ifs	“Fully protected”	Customised graphs		
Assessment	Questioning / Task completion					Socrative Test	
<b>W/C</b>	24 <sup>th</sup> February	2 <sup>nd</sup> March	9 <sup>th</sup> March	16 <sup>th</sup> March	23 <sup>rd</sup> March	30 <sup>th</sup> March	<b>EASTER</b>
Topic	<b>Programming with Python – Turtle Graphics Project</b>						
	Moving and drawing (Sequences)	Filling shapes, writing	Repeating instructions (Iteration)	Variables and assignment	User input and selection	Peer Review / Improvements Procedures	
Challenge	Complex sequences	Awkward shapes	Loopy Loops	Changing variable values	Input boxes		
Assessment	Questioning / Task completion					Socrative Test	

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## Courage Term

<b>W/C</b>	20 <sup>th</sup> April	27 <sup>th</sup> April	4 <sup>th</sup> May	11 <sup>th</sup> May	18 <sup>th</sup> May	<b>HALF TERM</b>
Topic	<b>Web Design – Gamebook (CYO Adventure Story) Project</b>					
	Introduction / Planning	Adding text, images	Adding links	CSS	Peer Review / Improvements	
Challenge	Complex story	Modifying images	Effective links	“House style”		
Assessment	Questioning / Task completion				Socrative Test	
<b>W/C</b>	1 <sup>st</sup> June	8 <sup>th</sup> June	15 <sup>th</sup> June	22 <sup>nd</sup> June	29 <sup>th</sup> June	6 <sup>th</sup> July
Topic	KS3 Internal Exams		<b>Databases – Top Trumps Project</b>			
			Databases Tables	Forms & data entry	Queries /Reports	Peer Review / Improvements
Challenge			Data validation	Custom forms	Custom reports	
Assessment			Questioning / Task completion			Questioning / Task completion