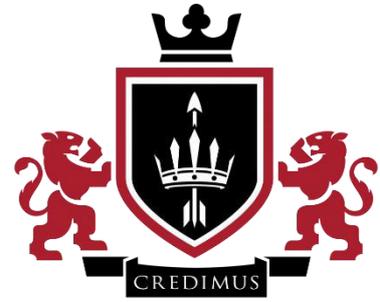


Y7 KLAB Curriculum



KING'S LEADERSHIP
ACADEMY BOLTON



Y7 Computing Curriculum

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Intent, Implementation and Impact

In year 7, students will be able to discuss the problem and understand various aspects of the digital technology. The curriculum has been designed to provide all students with knowledge, skills and cultural capital for the new and emerging technologies. To begin with, they will embark their journey in understating how to be safe online and how to present themselves when they interact with the online community. This will establish the foundation of their learning as they progress in to the curriculum.

The topics chosen allow students to succeed in the world of work and in their GCSE Computing/Creative iMedia discipline. The order that has been presented is sequenced to allow students explore concepts that are then applied to later modules with greater depth.

Students will learn how to create a solution that fully meets a real-world need, paying heed to the intended target audience and following the project lifecycle, with suitable research having been conducted that follows copyright and associated law, and is fully evaluated and improved at lifecycle stages.

The final project in LC5 is designed to allow students to call upon all of the knowledge from LC1-4 and produce their own product that meets a real-world need. Students will likely choose the project that best meets their intended future aspiration

COMPUTING

SUBJECT – Computer Science	YEAR	7	LEARNING CYCLE	LC1			
Module	My Digital World - Online Safety						
Outline and Rationale	<p>Why is this topic being taught?</p> <p>Internet safety or online safety or cyber safety or E-Safety is trying to be safe on the internet and is the act of maximizing a user's awareness of personal safety and security risks to private information and property associated with using the internet, and the self-protection from computer crime. Electronic communication helps teachers and pupils learn from each other. These technologies can stimulate discussion, promote creativity and increase awareness of context to promote effective learning. Children and young people should have an entitlement to safe internet access at all times. With the right e-safety knowledge, children can better understand the dangers of releasing personal information, as well as how to recognise unethical behaviours or prevent cyberbullying.</p> <p>Focusing purely on abstract and generalised knowledge, this module sets the basis for the safe use (intrinsic and extrinsic) and exploration of IT and Computing technologies. Also sets the scene for copyright and associated IT acts. This module is being taught now as IT and Online Safety forms the basis of all iMedia/Computer Science topics that are covered, including how to stay safe online, how to research properly, and how to stay within the law when using material/ideas belonging to others.</p> <p>Why is this topic being taught now?</p> <p>It is important that students and young people learn online etiquette before they are emerged into it that is why it has been planned as the first module of our Computer Science journey.</p>						
Learning Cycle Overview	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
	Knowing What to Trust Online	How to Search Smartly	Copyrights and Copywrongs	Staying Safe Online	Cyber Abuse and how to prevent	Revision Assessment	Gap week (review of topics Week 1-5)

SUBJECT – Computing	YEAR			7	LEARNING CYCLE	LC2	
Modules	LC2 - Photoshop and Graphics Skills 1						
Outline and Rationale	<p>Why is this topic being taught?</p> <p>The ability to gather legal and meaningful resources is fundamental to all IT disciplines. Beginning with skills development, resource gathering is explored and discussed in relation to copyright and associated acts and fitness for purpose. Project brief's and target audiences are discussed, and project lifecycle models are investigated. Basic self/peer/specification evaluations are explored and will form the LC assessment, forming the groundwork for further exploration of related concepts through technical programming.</p> <p>Why is this topic being taught now?</p> <p>The topic of Photoshop/Publisher and Graphic skills builds on the first topic where pupils are introduced to the schools computer system and software. This module builds on the research and plagiarism topics covered in LC1 and provides a good basis for giving students the experience to apply these in a practical context. Associated laws are also covered in greater depth.</p> <p>How does it build on prior learning?</p> <ul style="list-style-type: none"> LC1 – E- Safety: Programming leans its self to understand how viruses are created and disrupts computer systems and hardware. Developing a greater understanding of the digital literacy enhances the need to protect oneself of becoming a target. 						
Learning Cycle Overview	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
	Selection	Target Audience	Compression	File types	Project	Revision	Gap week (review of topics Week 1-5)
	Composition	Influence	Resolution	Vector	Designing a DVD cover	Assessment	
	Digital Graphics		Dimension	Bitmap			
			Quality	Project			