Year 7 Computing Overview 2018-2019

	7.1	7.2	7.3	7.4
Year 7	 Theory: Computer Systems What is a computer system? Hardware Software Computer components. Peripherals. Embedded system 	Theory: Security Issues Malware Types of attack Social engineering Methods of protection	Theory: Networks Network LAN vs WAN Network Hardware Topologies Client server vs P2P	Theory: Basic programming constructs High level vs Low level code Variables Data types Inputs and outputs Operators Sequence and selection
	Practical ICT skills: Word processing Text formatting Automatic page numbering, Adding and editing headers/footers Working with auto shapes Smart-art Tables Text wrapping Automatic table of contents.	Practical ICT Skills: HTML Web Design Webpage creation using basic HTML tags: <html>, <head>, <body> <h>, <p> etc. Formatting style tags Adding images (including animated GIFS) Hyperlinks</p></h></body></head></html>	Practical ICT Skills: Interactive PowerPoint Master slide formatting Image and text formatting Transitions Animations Hyperlinks	Practical ICT Skills: Python Programming Students will learn how to apply the above programming constructs when creating programs in Python.

	assessment.		

Year 8 Computing Overview 2018-19

	8.1	8.2	8.3	8.4
Year 8	 Memory vs Storage Memory Storage Characteristics of secondary storage Data capacity 	 Data Representation Binary / Denary Hexadecimal Binary Addition Logic gates 	 Ethical & Cultural Ethics vs. Law Legislation Cultural Issues Privacy Environmental Issues 	 Computational Thinking Abstraction Decomposition Algorithmic thinking Algorithms Flowcharts pseudocode

^{*} Students will be assessed per-sub topic through exit passes (a small selection of GCSE questions on the topic in question) and a summative assessment will be taken at the end of each unit (a mix of GCSE questions on all topics covered in the unit).

Students will all receive a knowledge organiser for independent home study per unit, which should be used for reflection, revision or pre-reading on future topics.