



KS2 – Algorithms, Scratch E-Safety and Networks



YEAR 7



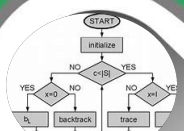
7.1 Digital Literacy

How you safely use the computer networks that you need for learning and protect yourself online.



7.2 Algorithms (CS)

All programs are a precise set of step by step instructions. This starts with flowcharts, the shapes in logo and ends with some visual coding in Edublocks



7.3 Computers: Past, Present & Future (IT)

Create a presentation on the three computer era's (Babbage, to Microsoft/Apple and then today's Internet era) and then look at employment in the field



7.4 Inside the machine (CS)

What is a digital machine and how does it work and then some Google Sketchup



YEAR 8

8.1 The Internet (IT)

Build a timeline and explain the milestones in the history of the web/internet.



8.2 Python 1 (CS)

An introduction to text based coding and learning the basics of print, if/else, loops and arrays.



8.3 Spreadsheets (IT)

Learn the use of a wide range of spreadsheets formulae in a range of examples and then apply the skills into a single project.



8.4 The world of Apps (CS)

You will make your own App and in it you will show your understanding of how a computer works, the electronics that control it and what is in it.

