



Foundation Computing - Curriculum Map

	Year 7	Primary
Autumn 1	<p style="text-align: center;">Computers And Me</p> <ul style="list-style-type: none"> Identifying different uses for computers at home and school Identifying and selecting Hardware and Software Using ICT to communicate Protecting physical safety when using ICT Protecting emotional well-being when using ICT Recognising inappropriate conduct, content and contact Knowing how to report concerns 	<p style="text-align: center;">Computers And Me</p> <ul style="list-style-type: none"> Identifying different uses for computers Identifying and using Hardware and Software Using ICT to communicate Protecting physical safety when using ICT Protecting emotional well-being when using ICT Recognising inappropriate conduct, content and contact Knowing how to report concerns
Autumn 2	<p style="text-align: center;">Finding Out</p> <ul style="list-style-type: none"> Different types of data and how they are stored Ways to present data and information Using refined searches Understanding Copyright Planning, Making and Evaluating Developing research skills Considering audience and purpose 	<p style="text-align: center;">Finding Out</p> <ul style="list-style-type: none"> Identifying personal data Adding data and information to existing presentations Searching for information or images Considering copyright Stating what they intend to do Beginning to research
Spring 1	<p style="text-align: center;">Programming - Scratch</p> <ul style="list-style-type: none"> Modelling real-world behaviours Using a block-based programming language Creating elements for a game Considering audience, purpose and usability Using PRIMM (Predict, Run, Investigate, Modify, Make) 	<p style="text-align: center;">Computational Thinking - Beebots</p> <ul style="list-style-type: none"> Using shape and colour tools Using a programming language Planning a graphic Combining existing elements to make a graphic Choosing relevant and suitable elements
Spring 2	<p style="text-align: center;">Programming - Probotix</p> <ul style="list-style-type: none"> Identifying sequences of instructions Understanding different instructions produce different actions Using button-based programming tools Using loops and procedures Using PRIMM (Predict, Run, Investigate, Modify, Make) 	<p style="text-align: center;">Programming - Beebots</p> <ul style="list-style-type: none"> Identifying sequences of instructions Understanding different instructions produce different actions Using image-based programming tools Using PRIMM (Predict, Run, Investigate, Modify, Make)
Summer 1	<p style="text-align: center;">Computational thinking and algorithms</p> <ul style="list-style-type: none"> Identifying basic algorithms Comparing algorithms Using Boolean logic (True, False, AND, OR, NOT) Creating logical algorithms using IF/THEN/ELSE selection Using conditional loops 	<p style="text-align: center;">Computational thinking and algorithms</p> <ul style="list-style-type: none"> Identifying sequences of instructions Understanding different instructions produce different actions Using Boolean basics (True, False) Using IF and THEN to create basic algorithms

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<p>Summer 2</p>	<p>Sharing and presenting information</p> <ul style="list-style-type: none">• Understanding types of multimedia content• Considering audience, purpose, usability and trustworthiness when evaluating and creating content• Creating graphics, animations, video and sound• Saving in web-appropriate formats, considering file size• Planning, Making and Evaluating	<p>Sharing and presenting information</p> <ul style="list-style-type: none">• Identifying multimedia content• Considering audience when creating content• Understanding that websites will look different depending on audience and purpose when looking at existing content• Creating graphics, text and/or animations
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