

Computing Learning Journey

Year 7&8

Year 8 Summer Term B: Python
Applying sequences, selection and iteration in python programming script.



Year 8 Spring term- Representations and App Development
Represent numbers using binary digits. Then learn how to use JavaScript to develop your own app.

Year 8 Autumn Term B Computational Thinking
Learning how to solve problems like a computer including decomposition, pattern recognition, abstraction and algorithms.



Year 8 Autumn term A Vector graphics
Pupils will become familiar with digital graphic design specifically looking at making logos, illustrations and icons



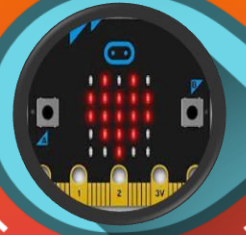
Year 7 Summer Term Using media
Creating a digital product for a real-world cause

Year 7 Spring Term Networks and Programming
Recognising network hardware and designing an advanced game in scratch.



Year 7 Autumn Half Term B Spreadsheets
Build on prior knowledge to collect, analyse and manipulate data. Learn how to convert data into graphs and charts.

Year 7 Autumn Half Term A Programming Part 1
Build on prior knowledge of sequence, variables and selection with Micro:Bit software



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