KING JAMES'S SCHOOL
KNARESBOROUGH

Year 7 Computing and IT Learning Journey

Introduction to Computing

Log in to school computers and choose a strong password.
Access classwork via Microsoft Teams and OneDrive.
Understand what computer science and digital skills involve.

Digital Skills

Name types of application software and their purposes.
Use presentations, email, word processing and Canva.
Research a topic and choose the right application for a task.

Bebras

Computational Thinking Competition

How Computers Work

Define a computer using the IPOS model.
Explain what peripheral devices do.
Understand how binary (0s & 1s) represents data.

Scratch Programming

Navigate Scratch and understand key terms.
Write scripts to move sprites with the arrow keys.
Build a complete block-coded chase game project.

Animation — Pixel Art

Plan an animation using a storyboard.
Create a frame-by-frame pixel art animation.
Evaluate your work and identify improvements.

Binary & Data

Understand binary and name common data sizes.
Convert between binary and denary numbers.
Explain how ASCII turns characters into binary code.

Python — Adventure Game

Display output using print() and store data in variables.
Get user input with input() and make decisions with if statements.
Build "Quest for the Crystal" — a text-based adventure game.

Wildlife Project

Enter and format data in an Excel spreadsheet.
Use formulas, SUM and charts to analyse data.
Present findings on endangered animals using data science.