

Extended Learning Computer Science Years 7 & 8



Computer Science Year 7 - Autumn Term



Subject: Computer Science

Year: Year 7

Term: Autumn 1

Topic: Be Smart

Learning Objectives

Keeping safe online

• Keeping safe using mobiles technologies

Preventing cyber bullying

- View use of social media sites with your parent or carer. Are you old enough?
- Look through <u>this web site</u> to help you with the next three tasks.
 - Discuss 3 key tips for online safety with your parent or carer.
 - Discuss 3 key tips for keeping safe using mobiles technologies with your parent or carer.
 - Discuss 3 key tips for preventing cyber bullying with your parent or carer.
- Have a go at this quiz. It's your chance to show that you know how to be a safe Internet surfer.



Subject: Computer Science

Year: Year 7

Term: Autumn 2

Topic: Murder Most Horrid

Learning Objectives

• Understand how to create an ID badge based on a previous design.

- · Understand the difference between information and data.
- Identify if information is biased or incorrect
- Understand the role the internet plays in perpetuating incorrect information.
- Understand and create an algorithm.
- · Understand what a database is.
- · Identify examples of databases in real life.
- Understand how to use a database for a given reason.

- Find out more about algorithms here.
- Research Police ID badges. You could start <u>here</u>.
- Find out about databases <u>here</u>
- Visit Bletchley Park and find out about how algorithms won the second world war!
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you want to get your teeth into!



Computer Science Year 7 - Spring Term



Subject: Computer Science

Year: Year 7

Term: Spring 1

Topic: Grow IT

Learning Objectives

• Understand why computers are used to control processes.

- Understand the advantages and disadvantages of computer control.
- Understand inputs and outputs in computer systems and be able to identify them.
- Know how to create and explain flowcharts independently.
- Understand about spreadsheets and why they are needed.
- Improve the basic spreadsheet to add formulas etc.

- <u>Visit</u> The Jaguar Car plant and watch an automated factory at work.
- <u>Visit</u> the Bank of England to find out about money (spreadsheets and accounting)
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you want to get your teeth into!



Subject: Computer Science

Year: Year 7

Term: Spring 2

Topic: A quiz from Scratch

Learning Objectives

Use an object based text language.

- Understand the following coding constructs; sequence, iteration and selection.
- Solve a variety of computational problems.
- Test and revise a piece of code

- Explore and create a Scratch account.
- Complete some <u>Hour of Code</u> challenges.
- Attempt some advanced scratch programming. Try this fidget spinner challenge here.
- Explore some alternatives to Scratch here.
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you want to get your teeth into!



Computer Science Year 7 - Summer Term



Subject: Computer Science

Year: Year 7

Term: Summer 1

Topic: Under The Hood

Learning Objectives

• Understand and identify the different parts of a computer.

- Understand and identify several input and output devices.
- Understand and identify storage media and it purpose.

- Use google to find numerous videos which explain the working for computers.
- Use <u>Khan Academy</u> to learn more.
- Go to <u>this</u> web page and then summarise your learning in a tweet. Template <u>here</u>.
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you want to get your teeth into!



Subject: Computer Science

Year: Year 7

Term: Summer 1

Topic: Let's Get Logical

Learning Objectives

• Understand Boolean Logic and its place in computing

- Understand the correct input and output gates to complete circuits for NOT, AND and OR.
- Use the correct input and output gates to complete circuits for NOT, AND and OR.

- Play with logic gates and make your own circuit, here.
- Research <u>George Boole</u> and write a front page news article about him.
- Visit <u>Bletchley Park</u> and find out about the very first computers.
- Make your own battery powered on/off circulty at home. Watch this if you need to.
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you want to get your teeth into!



Subject: Computer Science

Year: Year 7

Term: Summer 2

Topic: Turtle Trouble

Learning Objectives

Understand the basics of Python Turtle.

- Understand how to create repeating patterns.
- Understand how to use functions in programming.
- Understand and use IF statements.

- Download Python for free <u>here</u>.
- Watch this <u>tutorial</u>.
- Complete this <u>challenge</u>.
- Find and complete some more challenges on your own. Come and show us what you did!
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you want to get your teeth into!



Computer Science

Year 8 – Extended learning opportunities

Autumn Term



Subject: Computer Science

Year: Year 8

Term: Autumn 1

Topic: Be Smarter

Learning Objectives

· Builds on Year 7 unit

- Keeping safe online
- Keeping safe using mobiles technologies
- Preventing cyber bullying

- View use of social media sites with your parent or carer. Are you old enough?
- Look through this web site to help you with the next three tasks.
 - Discuss 3 key tips for online safety with your parent or carer.
 - Discuss 3 key tips for Keeping safe using mobiles technologies with your parent or carer.
 - Discuss 3 key tips for Preventing cyber bullying with your parent or carer.
- Have a go at this quiz. It's your chance to show that you know how to be a safe Internet surfer.



Subject: Computer Science

Year: Year 8

Term: Autumn 1

Topic: Micro:Bit Challenges

Learning Objectives

• Understand and apply the fundamental principles and concepts of computer science, including algorithms. To include:

- Be able to use a Micro:Bit safely.
- Complete several different level programming challenges using a Micro:Bit.

- Purchase a Micro:Bit to use at home.
- Explore the Micro:Bit <u>site</u>
- More projects to <u>inspire</u> you to keep coding!
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you want to get your teeth into!



Subject: Computer Science

Year: Year 8

Term: Autumn 2

Topic: Game On! (Kodu)

Learning Objectives

• Understand the use of a sequence of instructions to control events.

- Devise and refine sequences of instructions.
- Create precise and accurate sequences of instructions.
- Create efficient sequences of instructions including the use of subroutine
- Use ICT-based models or simulations to answer questions.
- Use models to explore relationships between inputs and outputs and explain how the models work.
- Change variables within models and explain the impact.

- Use your school login to sign up for an online kodu account.
- Make your first kodu game with help here.
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you want to get your teeth into!



Computer Science Year 8 – Spring Term



Subject: Computer Science

Year: Year 8

Term: Spring 1

Topic: Python Magic

Learning Objectives

• Understand and use the correct syntax in Python.

- Understand and use the selection programming construct correctly in Python.
- Understand and use the iteration (loop) programming construct correctly in Python.
- Understand and use arrays in Python.
- Understand and use functions in Python.

- Complete an hour of code.
- Complete a Python MOOC. There are plenty to choose from online. <u>Here's</u> one example.
- Play <u>Codecombat</u> here and learn how to code!
- Complete five mini beginner programming for Python <u>here</u>.
- Download Pygame from here and have some fun!
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you want to get your teeth into!



Subject: Computer Science

Year: Year 8

Term: Spring 2

Topic: Animate

Learning Objectives

• Understand and use the system life system.

- Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals
- Create, reuse, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability
- Understand the importance of research and analysis before designing a product.
- Produce a storyboard design for an animated product.
- Create an animated project which follows a design brief.
- Test and revise an animated product.
- Review and evaluate an animated product.

- Create a <u>powtoons</u> account and have some fun.
- Teach yourself and create an amazing 2D or 3D animation with a free program <u>here</u>.
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you
 want to get your teeth into!



Computer Science Year 8 – Summer Term



Subject: Computer Science

Year: Year 8

Term: Summer 1

Topic: I'm a Celebrity

Learning Objectives

Understand how fields and records are used in order to create a database.

- Understand how boolean operators are used to search a database.
- Understand and use the correct database terms eg field, record, table, data types etc.
- Understand how to link tables together using primary and foreign keys.
- Understand how to search, sort and extract information from a database.

- Research "Big data" jobs and write an application.
- Have a look at 10 "cool" big data projects here.
- Look at the extended learning tasty computing <u>takeaway menus</u> and choose the dishes you want to get your teeth into!