The Marlborough Science Academy
'shaping futures'

Year 7 Computing

TOPIC 6: GAME LAB

- I can explain what parameters are in programming
- I can use and edit sprites in game design.
- I can animate sprites using loops and counter patterns.

On to Year 8!

TOPIC 5: SPREADSHEET MODELS

- I can present information in charts using a spreadsheet.
- I can make spreadsheets do calculations automatically.
- I can design algorithms which change outputs based on inputs.
- I can combine spreadsheets models with other tools to solve complex problems.

TOPIC 4: WRITING ALGORITHMS

- I can use existing spreadsheet models to find answers to complex 'big data' problems.
- I can create flowcharts to control simple computer systems.
- I can search data in a spreadsheet through the use of filters.
- I can use iteration to repeat sets of programming instructions.

TOPIC 3: BIG DATA

- I can search data in a database to find the answers to specific criteria.
- I can evaluate projects against success criteria, identifying possible improvements.

TOPIC 2: SCRATCH GAME DESIGN

- I can control movement in a game through player input.
- I can use variables and random numbers to create movement.

TOPIC 1: EXPLORING ICT

- I know how to keep myself and others safe online.
- I know how to manage relationships with my friends online.
- I can use my Chromebook to send emails and create files