

Explicit learning

E-Safety:

I can connect to the school network
 I can email teachers
 I am aware of my digital footprint
 I know how to stay safe online
 I am aware of the outcomes of my actions online
 I know how to report concerns



Implicit learning

Sequences
 Selection algorithms
 logic
 Thinking "outside the box"
 independent problem solving

Term 1.1

Implicit learning

relationships
 etiquette
 ICT skills
 Independence

Term 1.2

Computational Thinking

I can create an algorithm
 I can create a flow chart
 I can solve problems
 I can discuss alternative solutions
 I can identify input, process & output
 I can create a simple game in a flowchart

Explicit learning

Explicit learning

Scratch: Game Design

I can define a variable
 I can create a variable
 I can use repetition in a game
 I can use decision loops
 I can debug a game
 I can create a working game in Scratch



Implicit learning

Fact and fiction in news
 Reading and understanding statistics
 reading and understanding charts and graphic representation of data
 maths and application of skills

Term 2.1

Implicit learning

Working to a brief
 programming concepts
 Being creative
 learning terminology
 co-operative learning

Term 2.2

Spreadsheet modelling

I can name spreadsheet elements
 I know the purpose of a spreadsheet
 I can use formulae
 I can use autofill
 I can search and sort data
 I can create graphs and charts

Explicit learning

Explicit learning

Bafta Young Game Designer

I know the difference between bitmap and vector graphics
 I can manipulate images in Gimp
 I can create images in Inkscape
 I can create game rules and designs
 I can create a whole game concept



Implicit learning

What is a target audience
 Demographics
 Design techniques
 Being creative
 Recognising styles and fonts
 Working independently
 Achieving self led goals

Term 3.1

Implicit learning

Following instructions
 being digitally creative
 using computational thinking
 working as a team
 Creating all aspects of a game including rules, objectives and goals

Term 3.2

HTML: Creating webpages

I can identify elements in HTML
 I can create tags
 I can create a heading
 I can add images
 I can use CSS styling
 I can add hyperlinks
 I can create a simple webpage

Explicit learning



2025

-2026

YEAR 7 COMPUTER SCIENCE

Name:

Class: