



St John's CE Middle School

Key Performance Indicators

Pupils who are working at age related expectations at the end of the year will have a secure knowledge of these Key Performance Indicators.

Year 7 Computing

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| Programming |
| Understand how flow diagrams help with the planning of programs. |
| Use Scratch to draw repeating patterns. |
| Control the sprite by altering the co-ordinates and use variables in a simple game. |
| Create flow diagrams to help plan your script and use broadcast messages in your code. |
| Create a simple game |
| Understand how flow diagrams help with the planning of programs. |
| Learn what HTML is and what it is used for |
| Learn how CSS is used to set the styles in web pages and websites |
| Use an HTML template to create consistent web pages |
| Productivity |
| Create a business card |
| Create a brochure |
| Create a video commercial |
| Computer hardware, inputs and outputs |
| What is inside a computer |
| How computers work |
| Creativity |
| What is Audacity Digitizing sound |
| Working with sound effects |
| Listening and planning |
| Creating an advertisement |

