

OVERVIEW

The aim of this project is to empower Year 7 students to become responsible, informed, and skilled digital citizens. Through this project, students will explore the principles of online safety while developing essential skills in a range of digital tools and programming languages. Through this combination of skills and knowledge, the project encourages students to think critically about their online presence, collaborate effectively, and apply their digital literacy across multiple platforms.

Each Carousel

Lesson 1 – Online Safety

In this lesson, students will explore the importance of staying safe online. They will learn how to protect their personal information, recognise online threats such as phishing and cyberbullying, and understand how to act responsibly in digital spaces. Discussions will highlight the importance of digital footprints and how online actions can have real-world consequences.

Lesson 2 – PowerPoint

Students will be introduced to Microsoft PowerPoint and will develop skills to create engaging and informative presentations. They will learn how to use slide layouts, animations, transitions, and multimedia to effectively communicate their ideas. The lesson will also include tips on designing slides for clarity and audience impact.

Lesson 3: Excel

This lesson will provide students with the foundational skills needed to navigate Microsoft Excel. They will learn how to input and organise data, use basic formulas such as SUM and AVERAGE, and create simple charts. By the end of the lesson, students will understand how spreadsheets can be used for managing and analysing information.

Lesson 4 – Scratch 1

In the first Scratch lesson, students will be introduced to block-based coding. They will learn how to create simple animations and interactive stories by using commands like motion, looks, and events. This lesson will focus on understanding how sequences and basic programming logic work in a visual and engaging environment.

Lesson 5 – Scratch 2

Building on their previous knowledge, students will take on more challenging tasks in Scratch. They will create interactive games or simulations, using variables, loops, and conditional statements. This lesson encourages creativity and problem-solving, as students begin to think more critically about how code controls actions and outcomes.

Lesson 6 – Python

This lesson introduces students to Python, a widely used text-based programming language. They will learn how to write simple scripts using inputs, outputs, variables, and control structures like if-statements and loops. The focus will be on understanding syntax and developing confidence in writing and debugging code.

Lesson 7 – BBC Microbit

Students will explore physical computing using the BBC Microbit. They will write code that interacts with the Microbit's features, such as LEDs, buttons, and sensors. This hands-on lesson helps students see the real-world applications of coding as they create fun and functional projects.

Lesson 8 – Whole class feedback

In this lesson students will have the opportunity to close any gaps or misconceptions identified throughout the project. Students will have the opportunity to redraft a piece of work based on teacher feedback.

Assessment:

Students will have their work reviewed and RAG rated based on set criteria. This will inform Lesson 8 whole class feedback.

Useful resources for supporting your child at home:

Seneca, BBC Bitesize, Idea

Homework:

Project based in collaboration with other subject areas.