Digital Enterprise

Year:7

"Computers themselves, and software yet to be developed, will revolutionize the way we learn."

Steve Jobs

Course content

Programming Lessons – plus HTML, Hardware, Spreadsheets, Databases and Game Making.

Skills developed

- Graphics based programming
- Responsible use of computers and software—including digital footprints
- Explain why certain devices are considered computers and investigate several input and output devices and their uses
- Spreadsheets and databases
- Fundamentals of Microsoft Office

Topics covered

- Using computers safely effectively and responsibly, e-safety
- An introduction to programming with Scratch
- Computer Hardware
- Modelling with Harry Plotter
- Scratch Game Maker
- Microbit Madness

For more information

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