

CLASS : **MYP 2 - GRADE 7 BILINGUAL**

TEACHER : **EVANGELOS C. ZIOULAS**

WORKBOOK : **Computer Science A, B, C of Middle School**  
(written by: Arapoglou, Mavoglou, Oikonomakos, Fitros)



## CURRICULUM

UNIT 1	UNDERSTANDING COMPUTER STRUCTURE
Chapters <b>1,2,4</b>	Basic concepts of computer science (Data & Information) Computer hardware (CPU, Memory, Peripherals, Storage) Computer categories (Supercomputers – Mainframes – PC's – Palmtops) History of information and computers The evolution of computer systems
UNIT 2	MULTIMEDIA APPLICATIONS
Chapters <b>9,10</b>	Image Processing ( <b>Windows Photos, Paint, Snipping Tool, Lightshot</b> ) Sound Processing ( <b>Audacity</b> ) Video Processing ( <b>Movie Maker</b> ) Creating Presentations ( <b>PowerPoint</b> ) Typing lessons ( <b>Ramtype</b> )  <i style="color: blue;">Project 1<sup>st</sup> Semester</i>
UNIT 3	INTRODUCTION TO PROGRAMMING
	Hour of Code ( <b>Code, Minecraft, Run Marco, Code Monkey, Lightbot</b> ) Introduction to Programming with <b>MS Kodu</b> Creating a Digital Game in 3D Environment Visual Programming, Object Oriented & Event-Driven  <i style="color: blue;">Project 2<sup>nd</sup> Semester</i>
UNIT 4	STEM (Science – Technology – Engineering – Math)
	Handling a Robot Kit (Understanding <b>mBot</b> ) Robot Construction ( <b>mCore</b> , Wiring, Sensors) Robot Navigation (with a laptop, tablet or mobile phone) Robot Programming (Graphical Interface <b>mBlock, Blockly</b> )