GULF ENGLISH SCHOOL YEAR 7 ICT

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| TOPICS: 1 Programming using Scratch |

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| Theme: File Management/Online safety/Modelling using Spreadsheets | Level: Year 7 |
| Objectives: 1 Coding Logic-Students will create a series of logical steps to perform a given task.***2 Scratch Interface - Students will familiarize themselves with Scratch tools******3 Commands - Students will learn different commands and their functions.******4 Sequencing and Iteration – Students will learn the use of if statements and loops.*** |

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| Focussing Questions | Key Words  |
| Assessment: Creating an interactive game.1. Learning Objectives- Introduction to coding logic
* Can you define what coding is?
* Can you logically sequence and organize instructions (pseudo coding)?
1. Learning Objectives- Creating Sprites and Backgrounds
* Can you create a Sprite?
* Can you use costumes?
* Can you create background?
1. Learning Objectives- Using command blocks and understanding command categories
* Can you identify basic command blocks?
* Can you identify various command categories?
* Can you edit and create scripts and use various commands to format and display objects?
1. Learning Objectives- Using if statements, loops, and creating motion while adding sound effects
* Can you develop animation and motion?
* Can you use variable to control the sequence of events?
* Can you implement various forms of if-statements and counters?
* Can you add sound effects?

**Chromebooks will be used for delivering lessons interactively.** **Theory must be taught in parallel with the above Practical- explain all aspects.**  | ScratchPseudo  SpriteIconScriptsVariablesStageConditional statements | Explaining words...so.....because...Therefore...As a result...This meansthat...Therefore...This caused......Due to thefact......caused…* However
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**Text Book: departmental textbooks Book 1 Year 7 ICT and KS3 Revision Guide and worksheets**