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.** | Scratch  Pseudo    Sprite  Icon  Scripts  Variables  Stage  Conditional statements | Explaining words  ...so...  ..because...  Therefore...  As a result...  This means  that...  Therefore...  This caused...  ...Due to the  fact...  ...caused…   * However |

**Text Book: departmental textbooks Book 1 Year 7 ICT and KS3 Revision Guide and worksheets**