KS3 Learning Intentions

Year 8 – Half term 5 Scratch Shooter Game Maker What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	Remember how to program different types of movement in Scratch. Learn how to program gravity. Learn how to program jumping.	To understand how to use variables to record the direction of the character. To understand how to program the firing of a bullet from your main character.	Understand how to create baddies which move automatically. Understand how to program the main character so that it interacts with the baddie. Understand how to use a variable to record the score in a game. Understand how to shoot baddies and achieve a score.	To understand how to use IF-Statements and Broadcast scripts to program levels in a computer game.	To understand how to plan / design your own computer game. To understand what makes a successful game within this project.	To understand how to build / code your own computer game using "Scratch". To understand what makes a successful game within this project. Be able to peer and self-assess your work and make improvements to ensure you meet your target grade.