

KS3 Learning Intentions

Year 7 – Half term 4 Scratch Game Maker What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5
Weeks 1 - 5	<p>Learn about the similarities and differences between various games from the last 35 years</p> <p>Investigate which types of game are most popular and understand reasons why</p> <p>Learn how to program different types of movement in Scratch</p>	<p>Understand how to use a variable to record the score in a game</p> <p>Understand how to create a "scoring item" sprite</p> <p>Understand how to program the sprite so that it interacts with the main character</p>	<p>To understand how to program levels in our Scratch game</p> <p>To understand how the broadcast script works</p>	<p>To understand how to plan / design your own computer game</p> <p>To understand what makes a successful game within this project</p>	<p>To understand how to build / code your own computer game using "Scratch"</p> <p>To understand what makes a successful game within this project</p>

KS3 Learning Intentions

Year 8 – Half term 4 HTML and CSS What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5
Weeks 1 - 5	Remember what HTML is Understand the limitations of HTML	Understand what CSS is Understand how to use CSS to improve a webpage's appearance	Remember what CSS is and how it works Understand how to change the background of the page using CSS Understand how to alter the look of images using CSS code	Remember what CSS is and how it works. Understand what DIV tags are used for.	Understand how to add divisions into a webpage Understand how to apply different CSS code to different divisions

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Year 9 – Half term 4	Week 1	Week 2	Week 3	Week 4	Week 5
<p>Scratch Scrolling Game Maker</p> <p>What?</p> <p>When?</p> <p>Why?</p>	<p>Remember the coordinates system in Scratch.</p> <p>Learn how to program a scrolling background.</p> <p>Understand how Scrolling Backgrounds work.</p>	<p>Remember and understand how to program 'Gravity' in Scratch.</p> <p>Understand how to program the 'Shooter'.</p>	<p>Remember and understand how to program a 'Scoring System' in Scratch.</p> <p>Understand how to program a 'Baddie Object'.</p>	<p>Understand the theory of levels in the scrolling game.</p> <p>Understand how to program new levels in our current scrolling game.</p>	<p>To understand how to plan / design your own computer game</p> <p>To understand what makes a successful game within this project</p>