

## Year 8 Computing – Scratch Shooter Game

### Learning Intentions Summer Term 1      2024-2025

	LESSON 1
WEEK 28 wc 21 <sup>st</sup> April	Remember how to program different types of movement in Scratch.  Learn how to program gravity.  Learn how to program jumping.
WEEK 29 wc 28 <sup>th</sup> April	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.
WEEK 30 wc 5 <sup>th</sup> May	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.
WEEK 31 wc 12 <sup>th</sup> May	To understand how to plan / design your own computer game.  To understand what makes a successful game within this project.
WEEK 32 wc 19 <sup>th</sup> May	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.