Holy Family Catholic School – Faculty of Mathematics and Technology

Subject – Computing Autumn Half-Term 1 Year 7

Learning Intention	Vocab	Concept	Retrieval	Success Criteria	Red Zone
Week 1 & 2 Digital Literacy: The Essentials To understand: • Logging on to the school network – changing password • Setting up folders and saving work • Formatting a document (Microsoft Office and Google Docs) • ClassCharts (accessing work / upload homework / contact teachers / access whole class feedback, announcements and notifications / view your rewards) • Completing online forms (Microsoft Forms / Google Forms) • Office 365 Login and use of the software • How to email correctly – email etiquette (including attachments)					
Week 3 **Scratch** I can understand and use basic Scratch blocks to create simple programs.	Scratch, blocks, scripts, sprite, stage	Algorithms Programming & Development Hardware & Processing	What is a sprite in Scratch?	I can drag and drop blocks to make a sprite move or perform actions. I can use motion, looks, and sound blocks correctly.	**Make** Using the blocks and logic shown above, create a 'Chatbot' program. The program must do the following: 1) The Cat asks the user a question 2) The user inputs their answer to the question 3) The Cat responds to the user's input, joining the user's input into their response message. 4) Repeat this at least three times, with different questions.
Week 4 I can design and plan a Scratch project using sprites, backgrounds, and scripts.	Sprite, backdrop, script, storyboard, project plan	Algorithms Programming & Development Hardware & Processing	Name three types of blocks in Scratch.	I can choose appropriate sprites and backdrops for my project. I have a clear plan or storyboard before I start coding.	**Make** Using the blocks and logic shown above, create a program that will ask the user to enter a day of the week. Depending on the day entered (e.g. Monday), the program will output an activity that the user could do that day (e.g. go shopping). Make sure you code an error message that will display if the user doesn't enter a day of the week.

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Week 5 I can use sequences and events to control the flow of my Scratch program.	Sequence, event, event block, start, stop	Algorithms Programming & Development Hardware & Processing	What does a loop do in a program?	I can arrange blocks in the correct order to create a sequence. I can use event blocks (like "when green flag clicked") to start scripts.	**Make** Create a program that will ask the user to enter 3 numbers and display the sum of all three numbers back to the user.
Week 6 I can apply loops and conditionals to make my Scratch projects interactive.	Loop, forever block, repeat, conditional, if, else	Algorithms Programming & Development Hardware & Processing	How can loops help reduce repeated code?	I use loops to repeat actions without copying blocks multiple times. I can add 'if' or 'if-else' blocks to respond to conditions or inputs.	Create a program where a sprite asks the user how they are feeling (1-3) and then displays a message based on the number they entered *(e.g. 1 = sorry to hear you are not happy!)*

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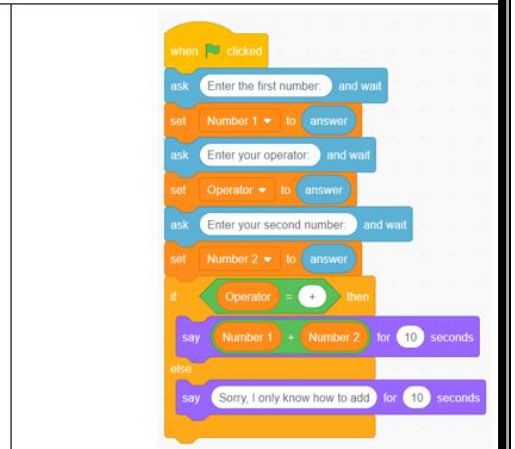
Week 7 I can debug my Scratch projects by finding and fixing errors in my code.	Debug, error, bug, test, fix, troubleshoot	Algorithms Programming & Development Hardware & Processing	Explain what debugging means.	I test my program and identify where it does not work as expected. I can fix simple mistakes to improve my project's performance.	**Modify** **Study this code:** **Can you improve the efficiency of this program?** 
Week 8 I can use variables and operators to create dynamic programs.	Variable, operator, value, data, input, output	Algorithms Programming & Development Hardware & Processing	What's the difference between a variable and a value?	I can create and name variables to store information. I use operators (like +, -, =, >) to compare values and make decisions.	**Make** Create your own Calculator in Scratch, which requests 2 numbers and an operator, from the user, then outputs the result of the requested calculation. The calculator should be able to add, subtract, multiply and divide.