Learning Programme

Scratch – 1st Year

Topic/Content	Objectives/Skills	Homework	Assessment	Success Criteria (for E/S/D at KS3)	Stretch & Challenge (Thirst for Learning)
Introduction to Scratch	Know what computer programming is Create a simple computer program in Scratch Understand the programming language in Scratch	Flowcharts homework worksheet	The homework will be used when forming a judgement/grade for the end of unit mark. Students will be supplied with a number of different scenarios for games and they are to plan and create the game in scratch. They should utilise most/all of the skills they have learnt in previous lessons to do so.	See Below	"Challenges" worksheet is on the shared area that students can complete Scratch is free to download and there is an online version so students can use at home to practise and create further games/animations. Use online video tutorials to learn new skills
Simple Racing Game – IF statements	Create a racing car game using IF statements				
Iteration & Variables	Understand what a variable is and how they are used Understand how to use loops effectively within scratch				
Broadcasts	Understand what a broadcast is and why they are only used in scratch Effectively use broadcasts within scratch to mimic an iPhone				
Small Challenges	Students to complete a number of scratch based scenarios to build up the skills needed to create a game	Read the possible game scenarios or think of own game			

		Start to plan out the game ready to complete in more detail next lesson			
Creating a Game	Create a game/animation based around students own idea	Complete game and hand in			
Peer Assessment and Feedback	Know the different ways to test a computer game Complete an evaluation on their own game				

Excellent	Secure	Developing
• Use multiple "Variables" to keep numeric values in your game. • Evaluate computer games and explain what you like/dislike & suggest valid improvements. • Can de-code and explain what some-one else's algorithms will do before running the program. • Can develop, try out and refine procedures in own programs, looking for the most efficient way to improve my work.	• Use "Variables" to keep numeric values in your game. • Make improvements to games to make them more exciting • Create a computer game where the sprites interact with each other. • Evaluate computer games • Can select appropriate data types such as the types shown in Motion, Looks, Operators. • Can make use of different background for levels • Can use scripts to create solutions to scenarios	• Can import a sprite and make it move. • Can use the "If" statement to make a decision in a program. • Can use a "Forever" and "Repeat" loops. • Can write instructions to draw simple shapes. • State what was good and bad about a computer game • Can create and edit own sprites

• Can make use of different background for multiple levels and info screens • Can combine a number of suitable scripts to make advanced games/animations to set scenarios		