Northolt High School
Scheme of Learning Overview

Year group: **7**	Term: **2**	Unit duration: **6**	Number of lessons: **6**	Unit title: **Programming Basics**

Assessment outcome: To be able to create basic programs in Scratch	**Fertile question? How can we use block based programming to create programs?**	
Key skills/concepts/knowledge that students should cover	**Start RAG**	**End RAG**
Creating basic programs in scratch - editing sprites and backgrounds Block based programming - programming constructs, variables and I/O How to control a sprite in scratch Making games in scratch - storing scores, multiple levels, movement, sounds		
Stretch. Key skills/concepts/knowledge that students should cover. **Create your own side-scrolling platforming game in Scratch using the 3 programming constructs - sequence, selection and iteration**		

Literacy. Key vocabulary/subject terminology that students should cover

Sequence
Selection
Iteration
Sprite
Code
Programming
Variables
I/O - Input and Output

Suggested materials teachers could/should use

TeachICT
BBC Bitesize
Computer Science powerpoints/worksheets

Key home learning tasks students should complete

To be set in lessons