Northolt High School
Scheme of Learning

Year group: 8	Term: 3	Unit duration: 6 weeks	Number of lessons: 3	Unit title: **Video Game Production - Programming**
Assessment outcome: How can we make video games from code?			**Fertile question?** How can we go from code to a complex video game?	

Key skills/concepts/knowledge that students should cover	**Start RAG**	**End RAG**	**Literacy. Key vocabulary/subject terminology that students should cover**
Introduction to Python - implementing the programming constructs in python Input, output and variables for controlling a program Creating text games in Python			**Game Engine** **Assets** **Python** **Code** **Sequence** **Selection** **iteration** **Input** **Output** **Variables** **Syntax**
Stretch. Key skills/concepts/knowledge that students should cover **Use python to create a game with a basic GUI - import and GUI library and make your text game use buttons instead of the command line.**			**Suggested materials teachers could/should use** TeachICT Computer Science Powerpoints/Worksheets **Key home learning tasks students should complete** To be set in lessons.