SUMMER 2024

SUBJECT: Computing	

Year: 7

Topic(s) to be covered
Understanding computers – how computers work: In this unit students will be using Scratch to learn about the fundamentals of programming, such as iteration and selection. Invented by MIT, Scratch is an open-source system that enables individuals to program interactive stories, games and animations. Instead of typing code, Scratch uses visual blocks like puzzle pieces to create a program.

Aim of this unit
This unit will take the whole of this term to complete. Topics students will cover:
- How to use Scratch as an introduction to programming, learning some of the key programming concepts
- How a computer system works, including the components that make up a computer and how these work

Assessment Procedures
Some lesson contains multiple choice questions for students to work through, some independently and some as whole class that cover the topics for that lesson. There are also independent tasks for students to complete which will be marked off in their Assessment Booklet.

At the end of this unit there will be a 45-minute Microsoft Forms test based on all the topics covered this year which will determine their final grade for this unit.

Scratch Programming: Students will design and create a game in Scratch, to be completed over a series of lessons, which will be assessed on how far they have demonstrated their knowledge of the fundamental programming concepts.

Homework guidance
Homework will be set at least once a fortnight. Details of individual homework can be found on Synergy.

How can you help?
Encourage your child to use YouTube tutorial videos and other online tutorials to enhance the skills they have learnt in lessons. They can download Scratch for free to practice at home and will be able to go onto the internet to continue creating their websites.
They can also log onto Scratch and practice at home.

All lessons are on TeachICT website: [Teach-ICT KS3 Programming With Scratch](#)
Students Username: b912hw
Password: bitmap9