

## Year 7 Learning Map

Scratch				
<b>Prior Learning</b> This topic builds on possible prior programming knowledge from Key Stage 2, deepening your understanding of problem solving and computational thinking through block programming elements.		<b>Current Learning</b> In this topic you will learn basic programming elements and solving problems through computational thinking. This is also an opportunity to develop knowledge of software called 'Scratch'.		<b>Subsequent Learning</b> This topic will prepare you for using computational thinking through other programming software, such as HTML and Python.
Lesson Sequencing		Tier 3 Vocabulary	Wider Reading Opportunities	Ways in which parents/carers can support
Lesson 1	Sequencing instructions	Sequencing	Coding for Kids: Python, Learn to Code with 50 Awesome Games and Activities By Adrienne B. Tacke  Computer Coding for Kids A Unique Step-by-step Visual Guide, from Binary Code to Building Games By <u>Carol Vorderman</u>	There are many tutorials to support with game creation at home: <a href="#">Scratch</a>  Explore different games and activities to build on your programming skills: <a href="#">Code</a>
Lesson 2	Sprites and costumes	Software		
Lesson 3	Movements and interaction	Blocks		
Lesson 4	Creating a story	Sprites		
Lesson 5	Project planning	Variables		
Lesson 6	Creation of props, sprites and backgrounds	Iteration		
Lesson 7	Project- creation of the story	Algorithm		
Lesson 8	Testing and evaluation	Selection Sprite Script		