



# Programme of Study – Year 7 Scratch

	Theme	Overview of key learning to take place	How learning will be assessed
Term 1		<p><b>Key Topic 1: Algorithms</b></p> <ul style="list-style-type: none"> <li>a) I can explain what an algorithm is.</li> <li>b) I can draw flowchart symbols.</li> <li>c) I can write an algorithm.</li> </ul> <p><b>Key Topic 1: Magic Slate</b></p> <ul style="list-style-type: none"> <li>a) I can add backgrounds and change sprites.</li> <li>b) I can define a variable.</li> <li>c) I can add a slider to adjust a variable.</li> </ul> <p><b>Key Topic 2: Ocean rider</b></p> <ul style="list-style-type: none"> <li>a) I can draw a maze on the stage.</li> <li>b) I can move the sprite using the keyboard.</li> <li>c) I can detect when the sprite touches the maze.</li> </ul> <p><b>Key Topic 3: E-safety</b></p> <ul style="list-style-type: none"> <li>a) I can explain what e-safety is.</li> <li>b) I can differentiate between the different types of e-safety issues.</li> <li>c) I can create a poster on E-safety</li> </ul> <p><b>Key Topic 4: PPT maze game</b></p> <ul style="list-style-type: none"> <li>a) I can create multiple slides.</li> <li>b) I can add shapes and manipulate them.</li> <li>c) I can add a background.</li> <li>d) I can add images.</li> <li>e) I can remove the background of images.</li> <li>f) I can use animations.</li> <li>g) I can create buttons.</li> <li>h) I can use triggers.</li> </ul>	<p><b>Formative assessment</b> to take place 1 time per term. Feedback will be given to help students to improve and progress in the topic area. Grades are not given for these pieces of work as the focus is on supporting students to make improvements to future pieces of work.</p> <p><b>EXAMPLES OF FORMATIVE ASSESSMENT TASKS, WHICH WILL BE USED THIS TERM IN END OF UNIT TESTS:</b></p> <p>Fill in the blanks  Example games created in the past (using scratch)  MCQ's  Practice using variables using examples.  Show what you know from the book.  Hour of code website  Scratch website.  Online forms (quizzes)</p> <p><b>Summative assessment</b> at end of units studied. 2 summative assessments per term. Students will receive a percentage for this assessment.</p> <ul style="list-style-type: none"> <li>• First summative assessment will take place on week 4. The Practical test will be 15 marks and last about 30-40 mins of the lesson.</li> <li>• Second summative assessment will take place on week 9/10. The Practical test will be 15 marks and last about 30-40 mins of the lesson. (online/F2F)</li> <li>• An average will be given of both summative assessment which will generate their Termly report.</li> </ul>

			Additional assessment – Short piece of homework(SPEA approval needed). A written assignment or project of chosen topic in case of term 1 based on Weird Music .
Term 2	KODU	<p><b>Key Topic 1: Introduction to Kodu</b></p> <ol style="list-style-type: none"> <li>I can open Kodu.</li> <li>I can load a world in Kodu.</li> <li>I can interact with predefined worlds in Kodu.</li> <li>I can save a world in Kodu.</li> </ol> <p><b>Key Topic 2: Creating a world</b></p> <ol style="list-style-type: none"> <li>I can create a new world.</li> <li>I can save a new world.</li> <li>I can navigate the toolbar.</li> <li>I can expand land.</li> <li>I can add water.</li> <li>I can make hills and slopes.</li> </ol> <p><b>Key Topic 3: Adding objects</b></p> <ol style="list-style-type: none"> <li>I can navigate though the objects menu.</li> <li>I can add natural elements such as trees and fruits.</li> <li>I can add robots such as kodu.</li> </ol> <p><b>Key Topic 4: Programming objects</b></p> <ol style="list-style-type: none"> <li>I can program characters to move forward and back using the arrow keys and WASD.</li> <li>I can create variables.</li> <li>I can program character to collect items.</li> <li>I can program objects to follow a path.</li> </ol> <p><b>Key Topic 5: Racing game</b></p> <ol style="list-style-type: none"> <li>I can design a track.</li> <li>I can program 2 characters to race.</li> <li>I can add in objects for characters to collect as points</li> <li>I can make a creative world.</li> <li></li> </ol>	<p><b>Formative assessment</b> to take place 1 time per term. Feedback will be given to help students to improve and progress in the topic area. Grades are not given for these pieces of work as the focus is on supporting students to make improvements to future pieces of work.</p> <p><b>EXAMPLES OF FORMATIVE ASSESSMENT TASKS, WHICH WILL BE USED THIS TERM IN END OF UNIT TESTS:</b></p> <p>Fill in the blanks  Example games created in the past (using scratch)  MCQ's  Practice using variables using examples.  Show what you know from the book.  Hour of code website  Scratch website.  Online forms (quizzes)</p> <p><b>Summative assessment</b> at end of units studied. 2 summative assessments per term. Students will receive a percentage for this assessment.</p> <ul style="list-style-type: none"> <li>First summative assessment will take place on week 4. The Practical test will be 15 marks and last about 30-40 mins of the lesson.</li> <li>Second summative assessment will take place on week 9/10. The Practical test will be 15 marks and last about 30-40 mins of the lesson. (online/F2F)</li> <li>An average will be given of both summative assessment which will generate their Termly report.</li> </ul>

			Additional assessment – Short piece of homework(SPEA approval needed). A written assignment or project of chosen topic in case of term 2 based on Pet Party.
Term 3	SHAPR 3D	<p><b>Key Topic 1: introducing Shapr 3D</b></p> <ul style="list-style-type: none"> <li>a) I can open shapr3d and create a new design.</li> <li>b) I can explain the some options available in the program.</li> <li>c) I can explain what 3D modelling is.</li> <li>d) I can create a basic 3D sketch.</li> </ul> <p><b>Key Topic 2: Sketching 3D objects</b></p> <ul style="list-style-type: none"> <li>a) I can switch to the 2d view</li> <li>b) I can use the sketch tool to create lines, splines and arcs</li> <li>c) I can create use constraint tools to fine tune my drawing</li> </ul> <p><b>Key Topic 3: Creating 3D shapes</b></p> <ul style="list-style-type: none"> <li>a) I can create a circle</li> <li>b) I can create an ellipse</li> <li>c) I can move my sketches from one place to another.</li> </ul> <p><b>Key Topic 4: Creating polygon shapes</b></p> <ul style="list-style-type: none"> <li>a) I can create Triangles</li> <li>b) I can create more complex shapes such as pentagons, hexagons and Octagons.</li> <li>c) I can change size of these shapes</li> <li>d) I can disconnect different constraints.</li> </ul>	<p><b>Formative assessment</b> to take place 1 time per term. Feedback will be given to help students to improve and progress in the topic area. Grades are not given for these pieces of work as the focus is on supporting students to make improvements to future pieces of work.</p> <p><b>EXAMPLES OF FORMATIVE ASSESSMENT TASKS, WHICH WILL BE USED THIS TERM IN END OF UNIT TESTS:</b></p> <p>Fill in the blanks  Example games created in the past (using scratch)  MCQ's  Practice using variables using examples.  Show what you know from the book.  Hour of code website  Scratch website.  Online forms (quizzes)</p> <p><b>Summative assessment</b> at end of units studied. 2 summative assessments per term.  Students will receive a percentage for this assessment.</p> <ul style="list-style-type: none"> <li>• First summative assessment will take place on week 4. The Practical test will be 15 marks and last about 30-40 mins of the lesson.</li> <li>• Second summative assessment will take place on week 9/10. The Practical test will be 15 marks and last about 30-40 mins of the lesson. (online/F2F)</li> <li>• An average will be given of both summative assessment which will generate their Termly report.</li> </ul> <p>Additional assessment – Short piece of homework(SPEA approval needed).</p>

Term 3

## Revision and End of Year Assessments

Students will take part in one mini quiz and one end of term assessment. They will also be generating a game where they will be creating a range of sequences to allow their game to be interactive. All these skills will be revised and practiced using scratch and an end of term assessment will be carried out in term 3.  
[Click here to see example material.](#)  
Revision topic 1 – Scratch interface.  
Revision topic 2 – Looks and appearance tools.  
Revision topic 3 – Adding, removing, and changing sprites.  
Revision topic 4 – Changing and developing the stage.

The learning will be assessed practically using MIT scratch and classroom-based learning. The assessment will be carried out using MS forms online.