St Bede's Catholic High School

LEARNING PROGRAMME – TERM 2

CURRICULUM AREA: Computer Science **YEAR GROUP:** Year 7

Topic	Assessment Examples	Assessment Window	Homework Examples
Photo Comic – Computer Pioneers	• Comic creation on the topic of a Computer Science pioneer or important industry figure	• Mid-point of half term • Final assessment at the end	• Independent research on computer pioneers
Scratch game creation – Pac Man	• Creation of Pac Man game using Scratch programming software	• Continuous through the topic	• Scratch skills practise at home

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LEARNING PROGRAMME – TERM 2

CURRICULUM AREA: Computer Science **YEAR GROUP:** Year 8

Topic	Assessment Examples	Assessment Window	Homework Examples
Scratch game creation – Racing Cars	• Creation of car racing game using Scratch programming software	• Continuous through the topic	• Scratch skills practise at home
Draw Plus Animation	• Use Draw Plus to create stop motion animation using frames, layers and onion skinning	• Continuous throughout the topic	

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LEARNING PROGRAMME – TERM 2

CURRICULUM AREA: Computer Science **YEAR GROUP:** Year 9

Topic	Assessment Examples	Assessment Window	Homework Examples
Relational databases	• Use Access to create, modify and search relational database systems	• Continuous assessment	
Logic Gates and Truth Tables	• Creation and use of Boolean algebra, logic gates and truth tables	• Continuous assessment	