

Year Group: 8

Subject: Computing

Term: Autumn 2021

Topic	Key Learning points	Assessments
Scratch	<ul style="list-style-type: none">• Understand keywords such as sprite, trigger, animation, variable, loop.• Be able to move a character around the screen autonomously.• Be able to move a character around the screen under player control.• Be able to make characters interact.• Use more advanced ideas such as variables and background changes to create a game.	End of unit assessment.
Programming	<ul style="list-style-type: none">• Understand binary.• Be able to convert number between base 2 and base 10.• Be able to get a user input.• Be able to print to the screen.• Be able to use variables.• Be able to use a decision statement.• Be able to loop code.	End of unit assessment.