



Whickham School - Year 7 - Basics of Scratch and Algorithms

	Developing	Securing	Mastering
Scratch Movement + Score	Developing 1 1. Explain why we need to use algorithms when planning a program 2. Give 2 example shapes used in flowcharts and explain their purpose	Securing 1 1. Give 5 examples of the script sections in Scratch 2. Explain what 3 of those sections are mainly used for.	Mastering 1 You have a program to design with a team 1. Justify why algorithms are important in this? 2. Highlight Good practice for Variables and explain why?
New Levels and Random Behaviour	Developing 2 <i>Making Code more efficient</i> 1. Explain 2 techniques of how we can do this.	Securing 2 <i>Efficiency techniques</i> 1. Suggest how Variables and Procedures are similar. 2. Evaluate: Could you program without the use of Procedures?	Mastering 2 Justify why it is important to make code as efficient as possible (3 points to make).
Shooting + Adding Sound	Developing 3 1. Give reasons why the sound should be relevant to the action.	Securing 3 1. Identify - Sequence, Selection and Iteration in the code 2. How do WHILE and FOR loops differ?	Mastering 3 You have a sound that is coded to play for 90 seconds and a sound that is coded to play Until lives are 0. Justify which code you would choose to use and why.
Forward Thinking & FLIP Learning <u>How can we use lists instead of variables?</u> <u>How can lists be made efficient?</u>		Push yourself - Create a 3 Chilli task from the Take Away homework sheet based around all of the 3 previous homework sections. 	

