S2 BGE Plan

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Subject | What will we learn? | What skills will we develop? | How will we be assessed? | What homework will we have? | What experiences/extracurricular clubs will be offered? |
| Computing Science | * Programming a game using Scratch * Learning how a computer system works * Produce a website using HTML * Introduction to Python Coding * Introduction to Databases * Code using different platforms such as Microbits, Raspberry Pis and Spheros | Literacy   * Interpreting text * Understanding coding commands / prompts * Checking for errors * Accurate data input   Numeracy   * Storage calculations * Using mathematical operators such as >,< and = * Co-ordinates and degrees   Digital   * Coding Skills * Computational Thinking * Problem Solving | * Scratch game with requirements that needs to be met * Systems theory test * Example website to be produced that meet certain requirements * Database practical and theory assessment | * Scratch booklet to consolidate classroom learning * Computer systems questions | * Digital Ambassadors * Sphero Club * Coding Club |