S2 BGE Plan

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| 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
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