

## KS3 Computer Science Carousel – Year 7

	Topics Covered	Assessment
<b>YEAR 7 – topic 1</b>	<p><b><u>E-Safety</u></b>            Health and safety in the ICT room            Sharing personal information            Social Networking Sites            Stranger danger            Cyberbullying            Design and create a publication to promote e-safety            Evaluation</p>	<p>Homework as per homework timetable</p> <p>End of topic assessment</p> <p>Self / peer assessment of designs / publications</p> <p>Regular teacher marking and feedback(yellow / blue sticker)</p>
<b>YEAR 7 – topic 2</b>	<p><b><u>Scratch</u></b>            Importing and controlling a sprite            Using forever and repeat loops            Writing instructions to draw shapes            Changing costumes and waiting            Using IF statements to make a decision            Using X and Y co-ordinates to control sprite positions            Use variables to control numeric values in a game            Create a game using interactive sprites            Evaluate and improve games</p>	<p>Homework as per homework timetable</p> <p>End of topic assessment</p> <p>Self / peer assessment of designs / publications</p> <p>Regular teacher marking and feedback(yellow / blue sticker)</p>

### Progress Tracking Assessment dates

PT1: 25<sup>th</sup> January- 12<sup>th</sup> February 2017

PT2: 6<sup>th</sup> – 17<sup>th</sup> June 2017