Curriculum Plan		Subject	CS/ICT	Year	7

	W/C 6th January	W/C 11th January	W/C 18th January	W/C 25th January	W/C 31st January	W/C 7th February
How you will access home learning	Look at Satchel One for the lessons. All presentations and worksheets will be made available through bot Satchel One and MS TEAMS using the team created for that IT group. We are using class notebooks to support students within MS TEAMS and students have used these already in classrooms. Students should use the Oak Academy online resources and the Scratch programming application at https://scratch.mit.edu/					
How you be able to interact with your teacher and gain feedback on your work	Satchel One and MS TEAMS will provide a medium for the distribution of materials and may have further questions in the chat on the general channel but email should be used as the means of contacting the teacher directly for feedback and questions.					
Retrieval Focus How we will help you to recall previously learnt knowledge	The unit will be a new one but may consolidate knowledge, skills and understanding from KS2. Intro quizzes will be used in the Oak Academy and links will be shared through Satchel One and MS Teams. The use of an IT Journal to support and encourage students will be made available in MS Teams.					
New Learning — What you will be learning about this week	The unit introduces students to the Scratch programming environment and begins by reverse-engineering some existing games. They will then progress to planning and developing their own games, learning to incorporate variables, procedures (using the Broadcast function), lists and operators. Students should be able to create a fully working game with lives, scoring and some randomisation of objects. Finally students will learn to test and debug their programs. New National Curriculum Strands (partially covered in this Unit): • Design, use, and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems. • Use two or more programming languages, one of which is textual, to solve a variety of computational problems; make appropriate use of data structures such as lists, tables or arrays; design and develop modular programs that use procedures or functions. • Understand simple Boolean logic (such as AND, OR and NOT), and some of its uses in circuits and programming.					
New Learning — How we will teach you the new knowledge or ideas	Students will be taught through; • Satchel One • MS TEAMS • Online with the Oak Academy • Worksheets • Practical tasks using the Scratch application • Low stakes knowledge quizzes					

	Activities that will help you learn and practice what you've been taught	Students will put evidence of the programs they created for their most complex system into an Assessment Portfolio. They will also answer questions on sequencing and flowcharting in order to demonstrate understanding. Regular teacher assessment, including exit quizzes, questioning and observation will be used in each lesson in order to reinforce the evidence of understanding in the Assessment Portfolio. Students will share hyperlinks to their programs from their Scratch web application.
	What you can do if you're stuck	Firstly if a student is stuck on something in one of the lessons on Scratch programming they should review the content as the directions to answers are always provided. If students are still struggling then students can contact the teacher through email, or MS TEAMS.
Checking in How we will check in with you to support you with your remote learning		MS TEAMS allows teachers to see progress on the worksheets and screen grabs of the practical tasks. We also use the IT Journal for the students to update their teacher on their progress through each section. If no progress is shown in either location first contact is to be made through email to student and HoY.