

Year 7 Unit 3 Introduction to Computer Science

8 Lessons

Stage	Description				
	Knowledge	Research	Planning	Skills	Evaluation
Emerging	I can convert a binary and a hexadecimal number in denary	To be able to research and understand the key skills	Identify the need for planning and create a basic plan to follow	Create a game in scratch with some basic skills	Identify errors and suggest improvements for your program
Developing	I can convert a denary number into binary and hexadecimal	To research, understand and apply some the key skills	Understand why planning is important and create a plan to create your game	Create a game in scratch with basic skills that work correctly	Identify errors and make improvements to your program
Secure	I can write my name in binary and decode a message in hexadecimal	To be able to understand the key skills and use a selection of them for the creation of a program	Understand the need for planning and create a detailed plan to create your game	Create a game with a variety of skills in scratch such as costume changing and levels	Identify a range of errors and justify the need for improvements in your program
Excellence	I can write a complex message to a friend which can be decoded accurately	To fully understand the advanced key skills and demonstrate them effectively	Fully understand the need for planning and create a detailed annotated plan creating your game	Create a game with advanced scratch skills including a scoring system	Evaluate and implement advanced features to enhance your program