

Plan Of Learning For The Year (Unit/Topic/Project Context)
Half Term 1

- Using the All Saints Network and eSafety

Half Term 2

- The Video Game Industry Part 1

Half Term 3

- The Video Game Industry part 2

Half Term 4

- Microbit Programming

Half Term 5

- Programming in Small Basic

Half Term 6

- 3D game design in Kodu

Feedback, Retrieval & Assessment

- Self and peer assessment
- End of unit marked assessments
- Verbal Q and A in lesson

Super curriculum opportunities / extra-curricular activities

- Use of Scratch outside of school (free download)
- Use of Kodu outside of school (free download)

Cultural Capital, SMSC, Careers and Futures

- Links to gaming careers in half term 2, 3 and 6
- Links to programming careers in half term 5
- Links to robotics advances in half term 4

Common misconceptions

- Information about password and eSafety in half term 1.
- Information about cloud vs local storage in half term 1.
- Discussions around the video game industry and how viable it is as a career path.

Connecting New Knowledge

- Units have been planned out in a specific order so that there is knowledge building on top of previous learning.

Challenge for all

- Skills learnt in half term 2 is then shown when creating an independent project in half term 3.