

## Year 7 Computing – Scratch Game Maker

### Learning Intentions Spring Term 2      2024-2025

	LESSON 1
WEEK 22 wc 24 <sup>th</sup> February	Learn about the similarities and differences between various games from the last 35 years  Investigate which types of game are most popular and understand reasons why  Learn how to program different types of movement in Scratch
WEEK 23 wc 3 <sup>rd</sup> March	Understand how to use a variable to record the score in a game  Understand how to create a “scoring item” sprite  Understand how to program the sprite so that it interacts with the main character
WEEK 24 wc 10 <sup>th</sup> March	To understand how to program levels in our Scratch game  To understand how the broadcast script works
WEEK 25 wc 17 <sup>th</sup> March	To understand how to plan / design your own computer game  To understand what makes a successful game within this project
WEEK 26 wc 24 <sup>th</sup> March	To understand how to build / code your own computer game using “Scratch”  To understand what makes a successful game within this project
WEEK 27 wc 31 <sup>st</sup> March	To understand the meaning of the word evaluation  To understand how to evaluate your game in relation to assessment criteria