

Y7 Computer Science Homework Schedule 2022_23



Rota week 1

Express course (v2022)

Using the “**Express course**” on code.org teachers will set up **class sections** to monitor and track students’ progress

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| 1 | 5 Sept 2022 | Top ten rules for working in an IT suite. Poster to be submitted on your Computer Science Teacher’s Google Classroom. |
| 2 | 26 Sept 2022 | Programming with Angry Birds In this skill-building lesson, students will develop sequential algorithms to move a bird from one side of a maze to the pig on the other side. To do this, they will stack code blocks together in a linear sequence, making them move straight, turn left, or turn right. |
| 3 | 17 Oct 2022 | Debugging in Maze In this skill-building lesson, students will encounter pre-written code that contains mistakes. They will need to step through the existing code to identify errors. |
| 4 | 14 Nov 2022 | Collecting Treasure with Laurel In this skill-building lesson, students will continue to develop their understanding of algorithms and debugging. With a new character, Laurel the Adventurer, students will create sequential algorithms to get Laurel to pick up treasure as she walks along a path. |
| 5 | 5 Dec 2022 | Creating Art with Code In this skill-building lesson, students will take control of the Artist to complete drawings on the screen. |
| 6 | 16 Jan 2023 | REVISION |
| 7 | 6 Feb 2023 | Swimming Fish in Sprite Lab Students will program a simple animated underwater scene in this skill-building lesson. |
| 8 | 6 Mar 2023 | Making Sprites In this skill-building lesson, students will work through a series of programming levels on the computer, finishing with an open-ended “free play” task where they can build whatever they like. Students will write programs and learn about the two concepts at the heart of Sprite Lab: sprites and behaviours. |
| 9 | 27 Mar 2023 | Sprites in Action In this skill-building lesson, students will work through a series of programming levels on the computer, finishing with an open-ended “free play” task where |

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| | | they can build whatever they like. Students will write programs that respond to timed events and user input. |
| 10 | 1 May 2023 | Virtual Pet with Sprite Lab Students will create an interactive Virtual Pet that looks and behaves how they wish in this mini-project lesson. Students will use Sprite Lab's "Costumes" tool to customise their pet's appearance. They will then use events, behaviours, and other concepts they have learned to bring their project to life. |
| 11 | 22 May 2023 | REVISION |
| 12 Jun 2022 EXAM WEEK | | |
| 12 | 3 July 2023 | Dance Party In this skill-building lesson, students will program an interactive dance party. |