

Year 9 ICT Learning Programme 2

Reading texts that pupils will study during the learning programme

Loric for LP2 is Organisation

The values we are learning about are compassion and honesty

step by step gamemaker guide

Compassion - sympathy and concern for the suffering or misfortunes of others

Honesty - being truthful and refraining from cheating or lying

What will I be learning about in this Learning Programme?

Students will understand key algorithms and use two or more programming languages to solve a variety of problems.

Where have I seen this learning before?

students will use knowledge from programming units in year 7 and 8

What could I use it for?

students will use this knowledge again in KS4 ICT

In LP2.1, I will know :	21/10/24 - (WK 2)	Behaviour to support the values: STEPS/SLANT	Homework
how to understand the purpose of adding levels to a video game; how to add levels to a game.		I will show honesty by accepting the consequences for my mistakes.	Homework tasks are located in the Knowledge Organisers
In LP2.2, I will know :	04/11/24 - (WK 1)	Behaviour to support the values: STEPS/SLANT	Homework
		I will show compassion by giving encouragement to others.	Homework tasks are located in the Knowledge Organisers
LP2 RLW, I will:	11/11/24 - (WK 2)	Behaviour to support the values: STEPS/SLANT	Homework
review my learning, recalling and applying key knowledge, focus on closing any gaps in my knowledge and prepare effectively for the upcoming assessments.		I will show compassion by giving encouragement to others.	Homework tasks are located in the Knowledge Organisers
In LP2.3, I will know :	18/11/24 - (WK 1)	Behaviour to support the values: STEPS/SLANT	Homework
how to understand the purpose of scores in a video games; how to understand the purpose of lives in a video game; how to add scores and lives in a game.		I will show honesty by listening to and accepting the views of others.	Homework tasks are located in the Knowledge Organisers
Extended Task			
In LP2.4, I will know :	25/11/24 - (WK 2)	Behaviour to support the values: STEPS/SLANT	Homework
		I will show compassion by asking someone how they are.	Homework tasks are located in the Knowledge Organisers
In LP2.5, I will know :	02/12/24 - (WK 1)	Behaviour to support the values: STEPS/SLANT	Homework
how to understand the conditions required to lose or win in a game; how to add conditions to a game.		I will show honesty by telling the truth about things.	Homework tasks are located in the Knowledge Organisers
In LP2.6, I will know :	09/12/24 - (WK 2)	Behaviour to support the values: STEPS/SLANT	Homework
		I will show compassion by actively listening and engaging with others.	Homework tasks are located in the Knowledge Organisers
Extended Task			
In LP2.7, I will know :	16/12/24 - (WK 1)	Behaviour to support the values: STEPS/SLANT	Homework
how to adapt and develop your game.		I will show honesty by being true to myself.	Homework tasks are located in the Knowledge Organisers
Resources to support learning:	BBC Bitesize, Teams, Hour of Code		
FFET Award Challenge for this Learning Programme:	Choose a computer game of your choice and write a review on it. Your review needs to explain what you like about it, what you don't like and how it could be better.		

