

# Year 7 ICT

## Learning Programme 4

Reading texts that pupils will study during the learning programme

Loric for LP4 is Initiative

The values we are learning about are integrity and gratitude

Integrity - Being honest and having strong moral principles

Gratitude- the quality of being thankful and showing appreciation

**What will I be learning about in this Learning Programme?**

Students will understand several key algorithms that reflect computational thinking and use 2 or more programming languages.

**Where have I seen this learning before?**

Students will use knowledge learnt in KS2 programming

**What could I use it for?**

Students will use this knowledge again in Year 8 during the Python Programming Unit

In LP4.1, I will know :	10/03/2025 - (WK 2)	Behaviour to support the values: STEPS/SLANT	Homework
how to make a sprite move; how to make a sprite change how it looks; how to make a sprite move using a random number.		I will show integrity by expressing gratitude to others.	Homework tasks are located in the Knowledge Organisers
In LP4.2, I will know :	17/03/2025 - (WK 1)	Behaviour to support the values: STEPS/SLANT	Homework
how to make a sprite add two numbers together; how to make a sprite use other maths symbols such as subtract, times and divide; how to make a sprite add two random numbers together.		I will show gratitude by showing my appreciation when someone does something nice.	Homework tasks are located in the Knowledge Organisers
In LP4.3, I will know :	24/03/2025 - (WK 2)	Behaviour to support the values: STEPS/SLANT	Homework
how to make a sprite repeat a certain number of times; how to make a sprite repeat forever; how to make a sprite repeat until something happens. Extended Task		I will show integrity by taking responsibility for my actions whether they be good or bad.	Homework tasks are located in the Knowledge Organisers
In LP4.4, I will know :	31/03/2025 - (WK 1)	Behaviour to support the values: STEPS/SLANT	Homework
how to make a sprite change based on a key press; how to make a sprite change if it touches another object; how to adapt a program for a different outcome.		I will show gratitude by completing a random act of kindness.	Homework tasks are located in the Knowledge Organisers
In LP4.5, I will know :	21/04/2025 - (WK 2)	Behaviour to support the values: STEPS/SLANT	Homework
how to create my own backdrop (racing track); how to adapt the program into a multi-player racing game.		I will show integrity by being reliable and trustworthy.	Homework tasks are located in the Knowledge Organisers
In LP4.6, I will know :	28/04/2025 - (WK 1)	Behaviour to support the values: STEPS/SLANT	Homework
how to create a program to play your racing game; how to adapt the program into a multi-player racing game. Extended Task		I will show gratitude by being respectful.	Homework tasks are located in the Knowledge Organisers
In LP4.7, I will know :	05/05/2025 - (WK 2)	Behaviour to support the values: STEPS/SLANT	Homework
how to apply what I have learnt to a final activity.		I will show integrity by showing patience and flexibility when obstacles get in the way.	Homework tasks are located in the Knowledge Organisers
Resources to support learning:			
Knowledge organiser, Teams, Step by Step Guides			
FFET Award Challenge for this Learning Programme:			
Use scratch online to explore a game of your choice and choose 'see inside' to gain ideas to implement into your classwork tasks			

PRT Task 1

PRT Task 2