

Department: <i>ICT &amp; Computing</i>						Year Group: 8
Term	Topic/Subject	Assessment Objectives and Knowledge	Skills	Literacy, Numeracy (including wider reading)	Personal Development (SMSC, British Values, Careers, Healthy Living, Citizenship Equality and Diversity, Preparation for next stages)	AFL/Summative Assessment
Autumn 1	<b>(1) Fusion Introduction</b>	Be able to learn how to use the Fusion 2.5 game design software. Be able to add objects, movement properties, and events in correct sequence.	Introduction to Fusion 2.5, video showing professional games produced, discussion about game design as career choice. Pupils to then begin to produce initial 'Chocobreak' breakout style game, following explanations on skill card resources & tutorial videos on shared area of network. Pupils to extend basic game design, own level, bonus features, power-ups etc.	Events, conditions, sequencing, timings.  <a href="https://www.clickteam.com/clickteam-fusion-2-5">https://www.clickteam.com/clickteam-fusion-2-5</a>	Discussion about game design as career choice, importance of game design industry in south Warwickshire area.  Reference to use of copyright materials, sound files, how to use royalty free resources.	Assessed through continual assessment techniques, use of pupil assessment profiles combined with individual pupil learning log evidence for feedback & responses.
	<b>(2) Python Coding</b>	Understand how to use basic programming constructs to create simple programs. Understand how to use python coding language, including sequencing, creating variables, changing data types, selection (if, elif, else), boolean operators, for/while loops.	Pupils to use online Trinket resource to type and preview code.  Pupils to learn how to use lists, and how to load list data from .txt files.  Pupils to learn how to use dictionaries, creating & looking up values, & how to use Turtle graphics in Python (text, fonts, colours).  Pupils to learn how to use iteration over string variables, how to use the find method, and how to use modulus operators.	<a href="https://codeclubprojects.org/en-GB/python/">https://codeclubprojects.org/en-GB/python/</a>  Functions, syntax, variables, data types, lists, dictionaries, iteration, modulus operator, repetition.	Importance of computer programming/coding skills, opportunities in career development.	Assessed through continual assessment techniques, use of pupil assessment profiles combined with individual pupil learning log evidence for feedback & responses.

			<p>Pupils to learn how to use functions, and how to repeat functions incorporating Turtle commands.</p> <p>Pupils to learn how to use repetition in their code, and how to use random.choice functions.</p>			
Autumn 2	<p><b>(2) Python Coding</b></p> <p><b>(3) Ultimate Breakout</b></p>	<p>Understand how to use basic programming constructs to create simple programs. Understand how to use python coding language, including sequencing, creating variables, changing data types, selection (if, elif, else), boolean operators, for/while loops.</p> <p>Understand how to produce a multimedia moodboard. Understand how to plan out each stage of your game using a Storyboard format.</p>	<p>Pupils to learn how to use functions, and how to repeat functions incorporating Turtle commands.</p> <p>Pupils to learn how to use repetition in their code, and how to use random.choice functions.</p> <p>Introduction to use of moodboards during design process, how to create, methods used, and reasons why designers use them. Pupils to create a multimedia moodboard in powerpoint, export finished design as a video file.</p>	<p><a href="https://codeclubprojects.org/en-GB/python/">https://codeclubprojects.org/en-GB/python/</a></p> <p>Functions, syntax, variables, data types, lists, dictionaries, iteration, modulus operator, repetition.</p> <p><a href="https://www.clickteam.com/clickteam-fusion-2-5">https://www.clickteam.com/clickteam-fusion-2-5</a></p> <p>Trigger Event Action Frame editor Event editor Storyboard editor Path movement Sideways shooter</p> <p>Numeracy – use of coordinates, angles, timings, frequency.</p> <p>Target audience,</p>	<p>Importance of computer programming/coding skills, opportunities in career development.</p> <p>Discussion about game design as career choice, importance of game design industry in south Warwickshire area.</p>	<p>Assessed through continual assessment techniques, use of pupil assessment profiles combined with individual pupil learning log evidence for feedback &amp; responses.</p> <p>Assessed through continual assessment techniques, use of pupil assessment profiles combined with individual pupil learning log evidence for feedback &amp; responses.</p>

				purpose, requirements.		
Spring 1	<b>(3) Ultimate Breakout</b>	Understand how to design and create graphics for game using Serif DrawPlus software. Understand how to create design using Fusion 2.5 game design software.	<p>Introduction to use of DrawPlus software to create graphics needed for initial stages of game design.</p> <p>Pupils to create logo for game, then graphics for menu and instruction screens.</p> <p>Pupils to export graphics into suitable file format.</p> <p>Pupils to create suitable levels for game using Fusion 2.5 software &amp; exported graphics from DrawPlus (menu, instructions, levels 1-3, game over, high score).</p>	<p><a href="https://www.clickteam.com/clickteam-fusion-2-5">https://www.clickteam.com/clickteam-fusion-2-5</a></p> <p>Trigger Event Action Frame editor Event editor Storyboard editor Path movement Sideways shooter</p> <p>Numeracy – use of coordinates, angles, timings, frequency.</p>	Discussion about game design as career choice, importance of game design industry in south Warwickshire area.	Assessed through continual assessment techniques, use of pupil assessment profiles combined with individual pupil learning log evidence for feedback & responses.
Spring 2	<b>(3) Ultimate Breakout</b>	Understand how to create design using Fusion 2.5 game design software. Understand how to add background music and sound effects to game designs. Understand how to create a test table to check functionality of fusion game work.	<p>Pupils to add background music and sound effects to game designs, using links &amp; sound files on shared area.</p> <p>Pupils to use audacity to convert mp3 files to wav format.</p> <p>Pupils to begin to check and test functionality of game designs, by creating &amp; using test tables effectively.</p>	<p><a href="https://www.clickteam.com/clickteam-fusion-2-5">https://www.clickteam.com/clickteam-fusion-2-5</a></p> <p><a href="https://soundimage.org/">https://soundimage.org/</a></p> <p>Trigger Event Action Frame editor Event editor Storyboard editor Path movement Sideways shooter</p> <p>Numeracy – use of coordinates, angles, timings, frequency.</p> <p>Test table, functionality issues.</p>		Assessed through continual assessment techniques, use of pupil assessment profiles combined with individual pupil learning log evidence for feedback & responses.
Summer 1	<b>(4) Html</b>	Understand what Html coding is, and	Introduction to HTML & CSS properties, pupils to learn how to	<a href="https://codeclubprojects.org/en-GB/webdev/">https://codeclubprojects.org/en-GB/webdev/</a>		Assessed through continual assessment techniques, use

		<p>how to start to write simple code.</p> <p>Understand how to use tags, how to write CSS, and how to edit CSS properties.</p>	<p>edit content &amp; styling. Introduction to use of tags.</p> <p>Pupils to learn how to write HTML, and use div, img &amp; heading tags to write their own story in format of a comic webpage.</p> <p>Pupils to learn how to write CSS to style a webpage, and how to edit CSS properties.</p> <p>Pupils to learn how to use list tags, how to nest several tags, and how to change CSS colours to create a recipe webpage.</p> <p>Pupils to learn how to use CSS classes, background images, and google fonts in html projects.</p>	HTML tags		of pupil assessment profiles combined with individual pupil learning log evidence for feedback & responses.
Summer 2	<b>(5) Promotional Video</b>	<p>Understand why promotional videos are used, and what makes them successful.</p> <p>Understand how to plan out a promotional video in a sequence of clips.</p> <p>Understand how to use video editing software to create an editing sequence of suitable video clips.</p>	<p>Introduction to video editing, research and analysis of existing video clips. Discussion outlining purpose and target audience for clips. Pupils to research and analyse a range of different video clips, present as screenshots using template.</p> <p>Outline method of using storyboard planning sheets to produce hand drawn plans of video sequence. Discussion of design brief, target audience and purpose of clip required.</p> <p>Demonstration of how to use MoviePlus to begin to create promotional video sequence. Pupils to import clips from library, and begin to edit.</p>	<p>Purpose &amp; target audience. Transitions, animations, sequence.</p> <p>Numeracy: timings of video effects.</p> <p>Sequencing of events.</p>	<p>Discuss need for promotional videos, relevant to purpose and target audience requirements.</p> <p>Videos used for different purposes (charity, informative, promotional), target audience, moral issues.</p>	Assessed through continual assessment techniques, use of pupil assessment profiles combined with individual pupil learning log evidence for feedback & responses.

