

## Subject: Computing

### Topics you should revise

The features needed to design a virtual pet game.  
How to use sprites in Scratch to set the scene.  
How to program a sprite using variables.  
How to apply selection in a virtual pet game.  
How to animate a sprite using broadcasts.  
How to determine the order of a sequence to correctly solve a problem.  
How to program basic Python syntax.  
How to create, save and test a program using variables.  
How to program using selection.  
How to program a quiz using selection and a score variable.

### Useful revision resources:

- [Scratch website](#)
- [Python trinket](#)
- [BBC Bitesize – KS3 Computer Science](#)
- Microsoft Teams / OneNote classbook
- [Computing SharePoint website](#)
- [Teach ICT – KS3 Computer Science area](#)

### Revision Tips

- You should aim to practice programming in your own time to boost your confidence with applying practical programming techniques.
- You can access online versions of the software we have been using in lessons to practice at home for example for Scratch and Python programming.
- Make sure you have downloaded the Microsoft Teams and OneNote apps on your phone or tablet to access all of your lesson resources from Year 7. You can also sign in via office.com with your GSHS email address and password from any device. Speak to your Computer Science teacher if you need help setting this up.
- Access your OneDrive folder to view any saved work or projects from your Computing lessons this year particularly the work from half term 5 and half term 6 as your onscreen assessment will focus on these topics.