**Independent Home Learning**

Whilst you are unable to be learning in school, please complete the following online lessons provided by the Oak National Academy to all you to continue learning and making progress, provided you are well enough to do so. Completed work can be emailed to your class teacher for feedback.

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| Year Group: | 7 | Subject | IT |

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| Lesson | Description and link |
| 1 | **Sequencing**  In this lesson, we will take our first footsteps into understanding computer programming. We will look at how computers need precise instructions to execute and you will work on sequencing your first program using subroutines.  [Sequencing (thenational.academy)](https://classroom.thenational.academy/lessons/sequencing-ctjpcd) |
| 2 | **Variables**  In this lesson, you will be introduced to variables as well as getting more confident with sequences through investigating and modifying our Big Ed chat bot.  [Variables (thenational.academy)](https://classroom.thenational.academy/lessons/variables-65gpcd) |
| 3 | **Selection**  In this lesson, you will learn about expressions that evaluate to ‘true’ or ‘false’. You will also learn about IF statements by developing your Big Ed chat program from the previous lesson.  [Selection (thenational.academy)](https://classroom.thenational.academy/lessons/selection-6cwp8t) |
| 4 | **Operators**  This lesson is all about logical and comparison operators. You will get practice in this by being given different expressions to decode to see if they evaluate to ‘true’ or ‘false’ before being tasked with modifying a ‘Big Quiz’ Scratch program.  [Operators (thenational.academy)](https://classroom.thenational.academy/lessons/operators-cgwpae) |
| 5 | **Count controlled iteration**  In this lesson, you will develop a Scratch version of the nursery rhyme Ten Green Bottles, using count-controlled iteration. You will be introduced to the concept of debugging and will be given a program to debug by tracing the value of the variables.  [Count controlled iteration (thenational.academy)](https://classroom.thenational.academy/lessons/count-controlled-iteration-c5hk6t) |
| 6 | **Problem solving**  This lesson starts with a game of beat the teacher. The following exercise requires you to put together all of the skills that you have developed throughout this unit to develop a dance game called "Move with Jim".  [Problem solving (thenational.academy)](https://classroom.thenational.academy/lessons/problem-solving-74vkac) |

Equipment required:

* Laptop;
* Pen, pencil and paper;
* Calculator;
* Dictionary;
* Highlighter.

If you have any questions, please email your class teacher.

**IT & Computing Teachers:**

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