

COMPUTING

Week 1 lesson 1
Computational thinking

Week 1 lesson 2
Computational thinking - Decomposition

Week 2 lesson 3
Planning the space invaders game

Week 2 lesson 4
Creating a flowchart/
algorithm to plan the
space invaders game

Week 3 lesson 5
Scratch programming -
space invaders background

Week 3 lesson 6
Creating a simple
“Space Invaders” game In
Scratch - creating the
alien

Week 4 lesson 7
Creating a simple “Space
Invaders” game In Scratch
- creating the bullet for the
alien and the score

Week 4 lesson 8
Creating a simple “Space
Invaders” game In
Scratch - Enemy code

Week 5 lesson 9
Python programming -
Python Basics

Week 5 lesson 10
Python Programming - Data types
and operators

Week 6 lesson 11
Python Programming - Selections

Week 6 lesson 12
Python Programming -
While/For loops

Week 7 lesson 13
Mobile Phone Apps -
App for that

Week 7 lesson 14
Mobile Phone Apps -
Tappy Tap App design

Week 8 lesson 15
Mobile Phone Apps -
Tappy Tap App code for
navigation and buttons

Week 8 lesson 16
Mobile Phone Apps -
Tappy Tap App code for
counters and score

YEAR 8