**Year 8 Term 5**

**1 lesson each week**

|  |  |  |
| --- | --- | --- |
| **Lessons** | **Content** | **Resources** |
| **Week 1 to 6** | **TOPIC: Programming using Scratch (or introducing Python) – continued from Term 4**We will be building on the programming skills learned in Year 7. Most students will be using Scratch, which is a programming environment that can be downloaded from free from scratch.com. Some students will elect to begin programming using Python. For this they will use the website Runestone FOPP and begin from chapter 2.For those using Scratch:1. ~~There are some warm up skills tests.~~
2. ~~There is a version of the drawing program Paint to make.~~
3. How to programme worksheet
4. There is a game called Dodgems to make.
 | How to program Dodgems challenge |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |