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| **Core Knowledge Map** |
| Subject: Computer Science | Year: 8 | Term: 1.5 |
| What are we learning? |
| Programming in a text-based programming language – PythonCreativity with Computers |
| How will I be assessed  |
| There will be a checklist of things you have learned for you to fill in. You will create an ‘evidence presentation’ showing the work you have done in Python.You will create a character sheet outlining a character you design, along with a backstory for them. |
| Big questions: |
| What is a programming language?Why do we need high level languages and what is machine code?What are the main concepts of programming?What can we get computers to do for us? |
| How does this build on previous learning? | How will this link to my future learning? |
| This builds on the introductory programming languages like Kodu and Scratch, to a fully text-based language. | The text based language is the fundamental building block of computer science, and this introduction will link you to coding practice throughout your Computer Science education |
| Core knowledge: | Key vocabulary: |
| How to open the Python IDE (IDLE)How to input and output using Python codeHow to put commends in the correct orderHow to use loops to repeat tasksHow to make choices within your codeCreating characters with digital artThe way games are designed* Mechanics/Levels/Goals/Multiplayer
* Genres

Telling stories through games and animationE-Sports * What are E-Sports?
* Setting up a tournament
 | print()SequencingIterationSelectionVariable (and others continued from last half term)Character sheetBrushPerspectiveAngle |
| Need more help? |
| 1. [Welcome to Python.org](https://www.python.org/)
2. [Introduction to Python (w3schools.com)](https://www.w3schools.com/python/python_intro.asp)
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