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| **Core Knowledge Map** |
| Subject: Computer Science | Year: 9 | Term: 3.0 |
| What are we learning? |
| Advanced MicroBit / E-Sports Business Administration |
| How will I be assessed  |
| You will create an evidence PowerPoint presentation showing the projects you create using the BBC MicroBit device, and the code you use. You will create some documents to support a hypothetical E-Sports tournament or team |
| Big questions: |
| What can computers be used for in the ‘real world’?What is involved in setting up an E-sports Tournament? |
| How does this build on previous learning? | How will this link to my future learning? |
| This topic will build on knowledge from the previous BBC MicroBit topic, combining it with the Python programming topics to make advanced code and projects using the MicroBit hardware. The E-Sports element will use presentation software skills from the PowerPoint topic. | These topics are continued in GCSE Computer Science, where the programming and organisation are further built and refined. |
| Core knowledge: | Key vocabulary: |
| MicroBit coding will give students:* Python coding experience using advanced code to control MicroBit’s sensors and external devices
* Logic skills where students will learn how to make complex logical choices, for example using MicroBit’s compass to display headings and then convert to compass points
* Mathematics coding in Python to calculate speed and distance using accelerometry

E-Sports project will build skills using presentation software* Image manipulation
* Import animation into PowerPoint from Blender
* Audience targeting
 |  Sensor CompassMagnetometerAccelerometerLumensDecibelsCapacitanceNodeNetwork imageDistributionNetwork latency |
| Need more help? |
| 1. [Micro:bit Educational Foundation | micro:bit (microbit.org)](https://microbit.org/)
2. [Which esports games are suitable for children? - British Esports Federation](https://britishesports.org/news/which-esports-games-are-suitable-for-children/)
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