

Term	Date	Focus	Summary	Learning Outcomes
Term 2	02/01/23	Excel	Using VLOOKUP to find matching data	Ability to understand the workings of and apply VLOOKUP to a dataset
	09/01/23	Assessment	Assessment and DIRT	
	16/01/23	Scratch	Scratch Movement	Understand that Scratch is a programming environment that allows you to create games and animations by following sequence of instructions
	23/01/23		Scratch Lives and Scoring	To understand the purpose of variables and comments in a program.
	30/01/23		Scratch-Forever and Repeat	Analyse the use of forever and repeat loops in Scratch
	06/02/23		Scratch Broadcast	To explore the concept of broadcasting in scratch programming.
	13/02/23		School Break Half Term February	
	20/02/23	Scratch	Randomising	How to use various operators in scratch.
	27/02/23		Scratch Project	To implement different features of a scratch programming to create a game by following a
	06/03/23		Evaluation and DIRT	Evaluating final project and identifying areas for self improvement
	13/03/23	Computers	Input & Output	Understand the differences between input and output devices
	20/03/23			