

Term	Week	Focus	Summary	Learning Outcomes	Learning skills
<b>Term 2.1</b>	<b>1</b>	Spreadsheet	Graphs	Demonstrating how to link worksheets and create meaningful graphs	Critical thinking, Linking
	<b>2</b>		Linking Worksheets	To link worksheets using absolute reference.	Agile
	<b>3</b>		Data Validation	To model a scenario using formulae and functions	Agile, Linking
	<b>4</b>		VLOOKUP	To apply the VLOOKUP function to model spreadsheets	Creating, Hardworking
	<b>5</b>		Assessment and DIRT		Metathinking
	<b>6</b>	Scratch Coding	Scratch Movement	Understand that Scratch is a programming environment that allows you to create games and animations by following sequence of instructions.	Linking, Agile, Collaboration

<b>Term 2.2</b>	<b>1</b>		Scratch Lives and Scoring	To evaluate the purpose of variables and practice selection in a program.	Creating, Research skills
	<b>2</b>		Scratch-Forever and Repeat	To analyse the use of forever and repeat loops in Scratch.	Critical Thinking, Linking,
	<b>3</b>		Scratch Broadcast	To demonstrate an understanding of broadcasting in Scratch programming.	Metathinking, Linking
	<b>4</b>		Randomising	Apply various operators in Scratch to demonstrate problem-solving and computational thinking skills.	Agile, Critical Thinking
	<b>5</b>		Scratch Project	To implement different features of a scratch programming to create a game by following a structured project guide.	Metathinking, Research skills