

# ICT - Year 7



# Autumn (Michaelmas) Term

## What we are learning...

Scratch programming code for movement and animation

# Consolidation

Use the scratch tutorials on the scratch site to consolidate your skills:

#### Click here

Click on create in scratch, and then on tutorials.

> Try: Add a sprite Add a backdrop Change size Glide around Record a song

### Deepen & Challenge

Explore the tutorials on the Code Club site - these are the 'getting started' tutorials: click here

Scratch programming interaction and variables

Scratch programming game structure eg screens, timer, retrieving values from variables within a program

Scratch programming developing your own game to a given brief, receiving and giving feedback

# Scratch Tutorial

Try: Make a clicker game Pong game

Practice using a timer by making this game

Develop your own game independently at home to your own brief. Choose -a theme (eg space) -an audience (eg kids age 8-10) Try to theme your game with graphics and make sure the instructions are suitable for your age range.

Explore the tutorials on the Code Club site - these are the 'module 2' tutorials:

click here

Click here to learn how to use lists in Scratch

scratch website. Play the games and then read the comments people have added. Think about: -are the comments helpful to the person who made the game? -are the comments

Choose 3 games on the

-is anyone using comments in the wrong way?

positive/polite?

# Spring (Lent) Term

What we are learning... Video promo - what makes a promo?

### Consolidation

Watch some school promo videos on YouTube -eg Promo video 1

# Deepen & Challenge

Work on a project independently for this section over the unit.



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promo video 2

Think about:
-do they sell the schools well?
-are they well edited?
-have they used a range of
camera shots?
-what impression does it give
of the school?

The first step is to:
Find some video editing
software on your phone or a
tablet device eg:
iMovie
Adobe Rush
Invideo editing app

Come up with an idea for a short film you can make at home - eg making an advert for a new chocolate bar (or any product of your choice!)

You could team up with a friend to complete this project.

See next section for next steps....

This activity follows on from the previous deepen and challenge task:

Record your video clips for your advert - ask friends and family to help you by acting for you!

Go on to copyright free sites such as <a href="https://pixabay.com/">https://pixabay.com/</a> for images, OR use google advanced search for copyright free images.

See next section for next steps....

This activity follows on from the previous deepen and challenge task:

Import your assets into your editing software - eg on your phone/tablet. Work on editing the clips together - crop/transitions/effects.

Video promo - sourcing assets and storyboarding

Explore the following copyright free image site:

<a href="https://pixabay.com/">https://pixabay.com/</a>
Do you think this is a good site to use for images for film/presentations?

Practice using google advanced search to find copyright free images - this video reminds you how to do this:

video about google copyright images

Video promo - editing skills

Watch a film trailer on YouTube. Eg <u>Ms Marvel</u>

Think about/identify:
-how many video clips were
filmed (can you count?!)
-what transitions are used
between clips?



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Video promo - exporting video files and reviewing

-what kind of effects are being used - eg computer generated graphics?

Choose two film trailer videos on YouTube to watch. Rate the films out of 5 for these categories:

-Quality of shots/footage
-Editing
-Length of trailer - too
short/long?
-Use of sound
(Add your own criteria if you
want!)

Which trailer gets the best score?

See next section for next steps....

This activity follows on from the previous deepen and challenge task:

Export the finished advert and share it to your Teams page - let your teacher know that you've done this project!

#### Summer (Trinity) Term

### What we are learning...

Microbits - learning the basic commands, inputs and outputs

Microbits - more advanced programmes including use of variables, sensors, selection and iteration

Animation & vector graphics - intro - frames, keyframes, keyframe and stop motion

Animation & vector graphics
- vector drawing

#### Consolidation

### Microbit Tutorials

Smiley buttons tutorial
 Dice tutorial
 Use <u>Micro:bit</u> to create and preview projects.

Microbit Activity Picker

# <u>Make a Thermometer</u>

Max/min thermometer - combines sensors and variables

Watch this video to help you give various hints

How to Make Stop Motion

Videos - YouTube

Make your own vectors to be included in animation software <u>Download Inkscape 0.92.4 | Inkscape</u>

## Deepen & Challenge

Click Microbit Site
-animated animals tutorial
-graphical dice tutorial
Use microbit code to create
and preview projects.
Simple Tilt Alarm

## Clap Lights

Create and preview in here

Click here to view a tutorial how to make a stop motion animation.

How to Film Lego Stop Motion

Download the stop motion

application.

Import your vectors into this app and animate them
Online Vector Animation
Software - No Coding |
SVGator