

# KESTEVEN AND SLEAFORD HIGH SCHOOL



## Computing Scheme of Learning

### Year 7 – Topic 3a – Game Graphics

#### Intent – Rationale

**Topic Intent:** the purpose of this unit is to develop students' understanding of bitmap and vector graphics and to produce a range of graphics for use in a game

**Curriculum Intent:** Using technology creatively in a range of relevant contexts, encouraging independence and reflection

**KS3 PoS:** Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability

Sequencing – what prior learning does this topic build upon?	Sequencing – what subsequent learning does this topic feed into?
<ul style="list-style-type: none"><li>• KS2 Computing (to varying degrees)</li></ul>	<ul style="list-style-type: none"><li>• Year 8 Topic 1 (Business Documents)</li><li>• Year 9 Topic 7 (Comic Book)</li></ul>
What are the links with other subjects in the curriculum?	What are the links to SMSC, British Values and Careers?
<ul style="list-style-type: none"><li>• N/A</li></ul>	<ul style="list-style-type: none"><li>• GB4i</li></ul>
What are the opportunities for developing literacy skills and developing learner confidence and enjoyment in reading?	What are the opportunities for developing mathematical skills?
Directly linked to topic <ul style="list-style-type: none"><li>○ N/A</li></ul> Wider Reading/Interest: <ul style="list-style-type: none"><li>○ N/A</li></ul>	<ul style="list-style-type: none"><li>• N/A</li></ul>

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### Year 7 – Topic 3a – Game Graphics

#### Intent – Concepts

#### What knowledge will students gain and what skills will they develop as a consequence of this topic?

##### Know

- Understand the difference between bitmap and vector graphics, and when each is appropriate
- Understand how to use some of the main drawing tools in Fireworks and prepare content for later use
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##### Apply

- Create a design for a simple game to be developed using MIT Scratch
- Use Fireworks to prepare a range of graphics for inclusion in a Scratch game (next unit)
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##### Extend

- Investigate and use more advanced features in Fireworks

#### What subject specific language will be used and developed in this topic?

- *Bitmap:* An image made up of pixels
- *Raster:* Another name for bitmap
- *Vector:* An image consisting of polygons, lines and points
- *Dimensions:* The size of an image (measured in pixels W x H)

#### What opportunities are available for assessing the progress of students?

- In-Lesson observation and feedback
- Self, Peer and Teacher evaluation of completed work

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## Intent – Concepts

Lesson title	Learning challenge	Higher level challenge	Suggested activities and resources
			See T drive