

YEAR 7

COMPUTING



SRI KDU
International
School
SUBANG JAYA

PROGRAMME OF STUDY - TERM 2

UNDERSTANDING COMPUTERS

- Binary Addition
 - Understand Binary Numbers: Recognize and explain binary numbers.
 - Perform Binary Addition: Carry out basic binary arithmetic.
- Storage Devices
 - Identify Storage Devices: Describe various computer storage devices.
 - Understand Device Capacities: Learn about different storage capacities and functionalities.
- Convergence and New Technologies
 - Define Technological Convergence: Understand the integration of different technologies.
 - Impact of New Technologies: Discuss the effects of new technologies on society.

GAMES PROGRAMMING IN SCRATCH

- Introduction to Scratch Programming
 - Explore Scratch Environment: Familiarize with the Scratch interface and basic functionalities.
 - Analyze Existing Games: Reverse-engineer and understand the structure of pre-made Scratch games.
- Developing a Scratch Game
 - Plan a Game Concept: Create a basic plan or storyboard for a personal game project.
 - Incorporate Programming Concepts: Use variables, procedures (Broadcast function), lists, and operators in game development.
- Advanced Game Features
 - Implement Game Mechanics: Create a game with lives, scoring, and randomization of objects.
 - Debugging and Testing: Learn and apply techniques for testing and debugging Scratch projects.

ONGOING OBJECTIVES

- **Binary and Computing Systems:** Focuses on understanding binary numbers and how they relate to computer hardware (Storage Devices).
- **Technological Integration:** Explores the convergence of new technologies.
- **Programming with Scratch:** Involves using Scratch for solving computational problems and understanding basic programming concepts like variables, lists, and procedures.
- **Game Development Logic:** Covers game logic creation using Boolean concepts and data manipulation in a digital environment.