App Development

MAGHULL HIGH SCHOOL – CURRICULUM MAP

HALF TERM 3.2 Jun – Jul	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
TOPIC (S)	**How do you solve large problems**	**What is event-driven programming**	**How do we use event driven programming to solve a problem**	**How do we use event driven programming to solve a problem**	**How do we use event driven programming to solve a problem**	**Review of lessons taught**
Knowledge & Skills development	Identify when a problem needs to be broken down Implement and customise GUI elements to meet the needs of the user	Events can control the flow of a program Use a block-based programming language to create a sequence, user input, variables	Identify and fix common coding errors Pass the value of a variable into an object Establish user needs when completing a creative project	Decomposition to break down a larger problem into more manageable steps Use variables in a block-based programming language	Use a block-based programming language to include sequencing, selection, user input and variables Reflect and react to user feedback	Demonstration of skills learnt in the unit of study
Assessment / Feedback Opportunities	Classroom activity Class Discussion Questioning pupils Verbal Feedback					Written assessment
Cultural Capital	Problem solving Impact of technology on the world					
SMSC / Promoting British Values (Democracy, Liberty, Rule of Law, Tolerance & Respect)	• Listening to others • Understanding of technology to support additional needs • Responding suitable in discussions					
Reading opportunities	• Instructional reading • Key word identification					
Key Vocabulary	Decomposition, mobile, app (application), properties, event-driven programming, variables, sequence, workspace, ids, parameters, object properties, object ids, errors, event handler, input, checkbox					
Digital Literacy	Use of technology Digital research methods Use of range of software					
Careers	Web developer – Search Engine Optimiser – Web Content Manager – Web graphic design – UI design – UX design					