## Computing Termly Plan - Year 7 Term 3

Topics	Area of Computing	Objectives	Computing Vocabulary
Computational thinking: Programming languages  Make a simple calculator  Input and output in Python  Make a Python program.  Add two numbers  Choose a language  Source code and machine code.  Check what you know	<ul> <li>making scripts</li> <li>saving         commands</li> <li>exploring         programming         languages</li> <li>make a python         program</li> <li>choosing a         language</li> </ul>	By the end of the topic learners should know:  How to make programs with scratch and python.  How to save commands as program files.  About the difference between programming languages.  What happens when a computer runs a program?	© Python shell © Error message © Machine code © IDE © source code © compile © assign © string © interface © executable file
Programming: It all adds up  Logical tests and choice Add up a total Conditional loop A class project Extend the project Readable and user friendly Assessment	<ul> <li>Use if structures</li> <li>Make python programs</li> <li>Find and fix errors</li> <li>Make user friendly and readable programs.</li> </ul>	<ul> <li>How to use conditional (if) structures in Python.</li> <li>How to make python programs with loops.</li> <li>How to find and fix errors in program.</li> <li>How to make your programs user friendly and readable.</li> </ul>	© conditional structure © logical test © indent © for loop © while loop © syntax error © logical error © user friendly © interface © readable