



Trimester Planner

Term one for 2017/2018

Design Technology

Grade 4

Week No	Period	Chapter	Lesson	Pages
1	1	Unit 1 Computational thinking	- What is computational thinking?	12-20
1	2		- Programming - Algorithms - Flowcharts	21 -28
2	1		- Representing an algorithm: the search method - Search	28-30
2	2	Unit 2 What is a robot?	- Types of robots - What is a robot? - Robotics is the science	34-39
3	1		- Logical reasoning	40-42
3	2		- Robogem	43-46
4	1	Unit 3 What is Edison	- Input and output - Getting started	50-52
4	2		- Get to know Edison	53-54
5	1		- EdComm cable - Edware icons	55-58
5	2	Unit 4 Edison lights up!	- Why use LEDs? - Edison's LED	62 - 64
6	1		- What is a motor?	66-67
6	2	Unit 5	- What is a motor?	72-75
7	1		- What is a motor?	72-75

Week No	Period	Chapter	Lesson	Pages
7	2	Edison is on the move	- What is a motor?	76
8	1		- What is a motor?	77-80
8	2	Unit 6 I can hear Edison	- I can hear Edison	84
9	1		- I can hear Edison	86
9	2		- I can hear Edison	87-88
10	1		- Exam	
10	2		- Exam	
11	1		- I can hear Edison	89-90
11	2		- I can hear Edison	90-93
12	2		Unit 7 Do not crash!	- Detect an obstacle

Grade 5

Week No	Period	Chapter	Lesson	Pages
1	1	Unit 1	- What is coding - Starting scratch	12-18
1	2		- Cat and mouse	19-22
2	1		- Cat and mouse	23-25
2	2		- Dancing sprites	26-27
3	1		- Build a band	28-29
3	2		- Build a band	30
4	1	Unit 2	- Drawing	34 - 36
4	2		- One upon a time	37 - 41
5	1		-	43-46
5	2		-	47-49
6	1	Unit 3	- Games and Patterns	50 -53
6	2		- Racing	54-57
7	1		- Racing	58-59
7	2		- Racing	60-61
8	1	Unit 4	- Balloon pop	62 -64
8	2		- Balloon pop	64 - 68

Week No	Period	Chapter	Lesson	Pages
9	1		- Balloon pop	70 - 73
9	2		- Balloon pop	74-75
10	1		- Exam	
10	2		- Exam	
11	1	Unit 5	- Reflection	75-80
11	2		- Storyboard	81-83
12	2		- Storyboard	84-85

Grade 6

Week No	Period	Chapter	Lesson	Pages
1	1	Unit 1	- Introduction	14 - 17
1	2		- What makes games fun? - Introducing Kodu Game Labs - What is Kodu Game Labs?	18 - 22
1	3		- The Main Screen - Navigating a New World - The Tool Palette - The Zoom Feature - The Orbit Camera Feature - The Object Tool	23 - 29
2	1		- Add a Character to the World - Getting Help On Individual Objects - Moving and Reorienting Characters - Changing an Objects Characteristics	30 – 37
2	2		- Rotating an Object	38 - 40
2	3		- Take a Test Drive: Controlling Objects and Terrain	44 - 50
3	1		- Programming an Object to Move and Run	51 - 57

Week No	Period	Chapter	Lesson	Pages
3	2	Unit 2	- Programming an Object to Move and Run	58 - 60
3	3		- Take a Test Drive: Controlling Objects and Terrain - Adding More Terrain	60 - 65
4	1		- Changing the Terrain Colour/ Material - Save Your Progress	66 -68
4	2	Unit 3	- Adding Non-Moving Obstacles	72 - 77
4	3		- Adding Non-Moving Obstacles	77 - 83
5	1		- Making Objects Disappear	84 -87
5	2		- Changing a Game Setting	88 - 91
5	3		- Changing a Game Setting	92 - 95
6	1		- Having Fun With Settings	96 - 98
6	2		- Adding a Second Player	100 - 105
6	3	- Increasing the Difficulty Level	106 - 110	
7	1	Unit 4	- Where did that target go? - Keeping Score - Applying the Scorekeeping.	111 - 116
7	2		- Awarding Points	117 - 120
7	3		- Awarding Points	120 - 124
8	1		- Awarding Points	125 - 126
8	2		- Design and Create a Game	128 - 132
8	3	- Giving Players a Great Experience	132 - 134	
9	1	Unit 5	- Game World Planning -	135 - 137
9	2		- Game Rules and Objectives -	137 - 140
9	3		-	

Week No	Period	Chapter	Lesson	Pages
10	1		- Exam	Exam
10	2		- Exam	Exam
10	3		- Exam	Exam
11	1		- Balancing Fun and Difficulty	141 - 146
11	2		- Balancing Fun and Difficulty	146 - 147
11	3			
12	1			

Grade 7

Week No	Period	Chapter	Lesson	Pages
1	1	Unit 1	- Programming	10 - 13
1	2		- Programming	14 - 16
1	3		- Why Learn To Programme	17 - 19
2	1		- Why Learn To Programme	20 - 23
2	2		- Why Learn To Programme	23 - 27
2	3	Unit 2	- Python Intro	28 - 30
3	1		- Python Intro	31 - 32
3	2		- Python Intro	33 - 35
3	3		- Python Intro	36 - 38
4	1		- Python Intro	39 - 42

Week No	Period	Chapter	Lesson	Pages	
4	2	Unit 3	- Combining Numbers And Strings	42 - 45	
4	3		- If Statements	46 - 48	
5	1		- If Statements	49 - 51	
5	2		- Comments	50 - 53	
5	3		- Flowcharts And Pseudocode	54 - 55	
6	1		- Flowcharts And Pseudocode	56 - 58	
6	2		- Text Based Games	59 - 61	
6	3		- Loops	62 - 66	
7	1		- Loops	67 - 68	
7	2		- For Loops	69 - 71	
7	3		- Loop In A Loop	72 - 74	
8	1		Unit 4	- Arrays	74 - 76
8	2			- Arrays	77 - 78
8	3	- Secret Message		79 - 80	
9	1	- Secret Message		80 - 81	
9	2	- Secret Message		82 - 83	
9	3				
10	1	Unit 5	- Exam	Exam	
10	2		- Exam	Exam	
10	3		- Exam	Exam	
11	1		- Coding Challenges	84 - 85	
11	2		- Coding Challenges	86 - 87	
11	3		- Coding Challenges	88 - 89	
12	1		- Coding Challenges	90 - 91	
12	2		-		
12	3		-		

Grade 8

Week No	Period	Chapter	Lesson	Pages
1	1	Unit 1	<ul style="list-style-type: none"> - How the internet has changed industry - The travel industry - The music industry 	12 - 18
1	2		<ul style="list-style-type: none"> - The newspaper industry - What will the future look like? - What is HTML? - What is a markup language? - What is a web browser? 	19 - 25
1	3		<ul style="list-style-type: none"> - Internet Browsers 	26 - 28
2	1		<ul style="list-style-type: none"> - W3C - What is CSS? - What is JavaScript? 	29 - 33
2	2	Unit 2	<ul style="list-style-type: none"> - Reliable and unreliable websites 	39 - 45
2	3		<ul style="list-style-type: none"> - The URL (web address) 	46 - 48
3	1		<ul style="list-style-type: none"> - How does the suffix of a website help us? - Other ways to check if a website is reliable or not - You can use unofficial websites for some information 	48 - 51
3	2	Unit 3	Purpose	54 - 57
3	3		Colours	58 - 60
4	1		Colours	61 - 65
4	2		Layout Navigation Evaluation and usability	66 - 73
4	3	Unit 4	Practical: your first HTML page Creating a HTML page	79 - 83
5	1		Theory: the HTML structure Paragraph, heading and line-break tags Lists, comments and indents	84 - 89
5	2		Theory: Indenting	89 - 95

Week No	Period	Chapter	Lesson	Pages
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			Practical Lists Theory lists	
5	3		Adding images	96 - 99
6	1		Linking pages	100 - 105
6	2		Adding colour Tables	106 - 112
6	3	Unit 5	Theory: Introduction to CSS Practical: Applying CSS	116 - 120
7	1		Internal styles	121 - 126
7	2		External style sheets	125 - 128
7	3		Text alignment Text decoration Text transformation Text indentation, text shadow and word spacing Comments in CSS Hexadecimal numbers	130 - 135
8	1		Color by number Hex numbers	135 - 138
8	2		Theory: CSS precedence	139 - 145
8	3		Theory: CSS Positioning	148 - 151
9	1		Theory: CSS Positioning	152 - 153
9	2		Side by side	154 - 157
9	3		What are floats used for?	
10	1		Exam	
10	2		Exam	
10	3		Exam	
11	1	Unit 6	Div inside a div	158 - 160
11	2		Navigation Bar	161 - 163
11	3		Styling hyperlink colours	164 - 168
12	1			169 - 175
12	2			176 - 182
12	3			183 - 190

Grade 9

Week No	Period	Chapter	Lesson	Pages
1	1	Unit 1	Internet-Basics	12 - 16
1	2		How the internet has changed industry	17 - 23
1	3		What is HTML?	23 - 29
2	1		W3C What is CSS? What is JavaScript?	30 - 37
2	2	Unit 2	Design principles for Web Design	40 - 46
2	3		Design principles for Web Design	47 - 52
3	1		Evaluation and usability	53 - 63
3	2	Unit 3	Practical: your first HTML page Theory: the HTML structure	66 - 72
3	3		Practical: simple HTML tags	73 - 82
4	1		Lists, comments and indents	83 - 91
4	2		Lists, comments and indents	92 - 97
4	3	Unit 4	Theory: Introduction to CSS	100 - 104
5	1		Practical: Applying CSS	104 - 112
5	2		Other formatting Hexadecimal numbers Theory: CSS precedence	112 - 126
5	3	Unit 5		130 - 135
6	1		Theory: CSS Positioning Navigation Bar	135 - 139
6	2			140 - 143
6	3			144 - 147
7	1		The Box Model	148 - 154
7	2		Clearing Floats Other Common Layouts	155 - 165
7	3	Unit 6	Theory: JavaScript	170 - 176
8	1		Practical: Simple JavaScript	177 - 179
8	2		Examples	179 - 180
8	3		Selection and Comparison	181 - 183
9	1		The Theory: Iteration	184 - 187
9	2		Implementing Loops	188 - 193
9	3			
10	1		Exam	

Week No	Period	Chapter	Lesson	Pages
10	2			Exam
10	3			Exam
11	1	Unit 7		198 - 216
11	2		Project Proposal	198 - 216
11	3		Design Each Page	198 - 216
12	1		Peer Feedback on Designs	198 - 216
12	2		Your Evaluation of your Website	198 - 216
12	3		Peer Feedback on Final Website	198 - 216
12	3			198 - 216