

Academic Year 2020 – 2021

***ICT* Department Shadow Curriculum**

**COVID-19 Remote Learning Plan –
Schemes of Learning Overview**

Hexadecimal code lesson 1 -

YWBAT – To learn how computers process colour

Explanation - (Watch the video then have a look through the prezi's)

<https://youtu.be/15aqFQQVBWU>

<https://prezi.com/hya7owntobzm/rgb-color-codes/>

https://prezi.com/rkr_p9sjceka/hexadecimal-color-code/

The success of this will be them understanding the role that letters play in the hexadecimal value. This link has a useful table to show them! -

https://www.electronics-tutorials.ws/binary/bin_3.html

Experimentation -

These can be looked at to see what codes are made from different colours -

<https://www.rapidtables.com/convert/color/rgb-to-hex.html>

https://www.rapidtables.com/web/color/RGB_Color.html

Hex invaders game -(Have a go at this!) <http://www.hexinvaders.com/>

Extension –

<https://flippybitandtheattackofthehexadecimalsfrombase16.com/>

Hack a game code lesson 2 –

YWBAT – To learn how to implement basic functions of Javascript

Click on the link and follow the instructions

<https://learn.grasshopper.app/project/hour-of-code-hacky-grace>

By the end of this one hour activity, students will:

- Write basic JavaScript using a guided editor environment
- Use data types, including booleans (true, false), numbers, strings and arrays
- Use and update variables
- Use function calls to manipulate the game
- Pass arguments into functions to manipulate the game
- Use conditionals to control code flow
- Create functions
- Use operators, including assignment, equality, addition, subtraction, division and less than
- Use the logic operator 'OR'
- Be exposed to binary numbers
- Use x and y coordinates to select points
- Use event handlers