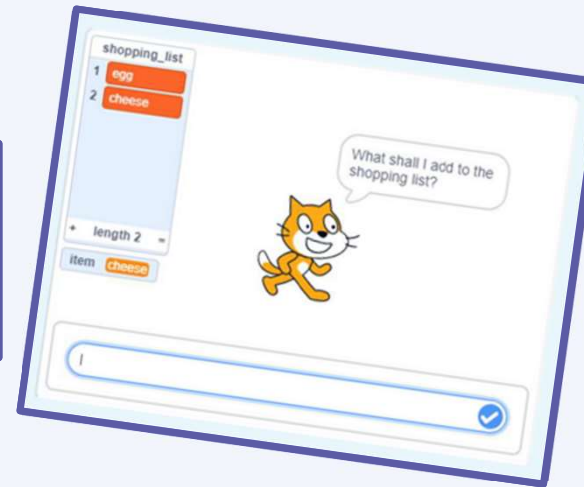
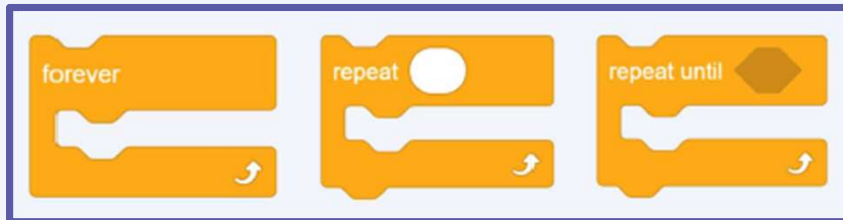
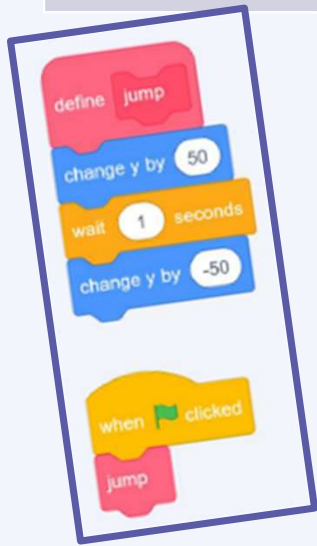


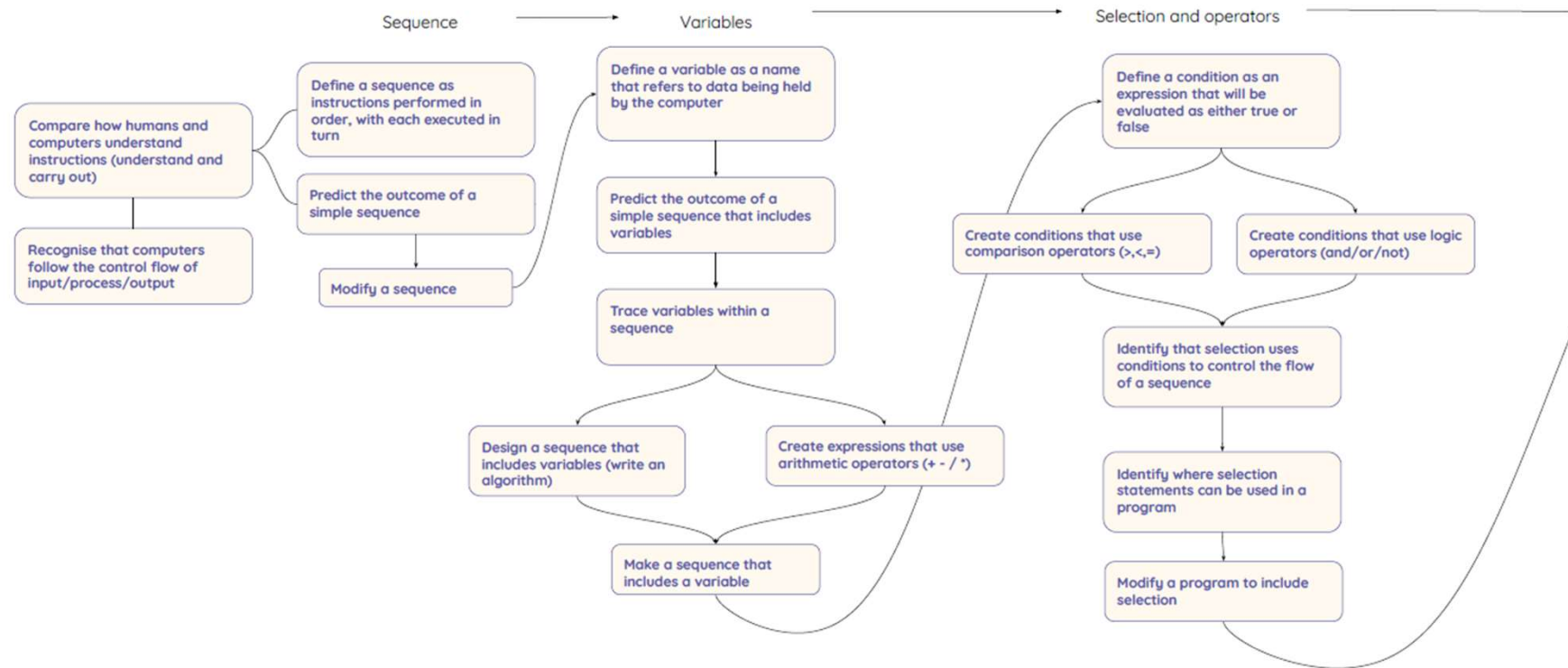
Year 7 Computer Science Programming Essentials 2 Knowledge Organiser

Key Word	Definition
Subroutine	A group of instructions that will run when called by the main program or other subroutines.
Decomposition	Breaking a problem down into smaller, more manageable subproblems.
Subproblem	A smaller section of a larger problem.
Iteration	The process of repeatedly executing instructions.
Condition	The state of something in the program that's true or false.
Condition-Controlled:	Repeating a set of instructions a set number of times.
Repeat Until	Repeating a set of instructions until a condition is met.
List	Allows programmers to hold multiple items of data under one name.
Variable	A name that refers to data being stored by the computer.



Assessment Rubric

	Emerging [1-3]	Expected [4-7]	Exceeding [8-10]	Score
Task 1 and 2: The startup	<input type="checkbox"/> When the game starts, a welcome message appears	<input type="checkbox"/> A subroutine has been used for the startup sequence <input type="checkbox"/> A welcome message and some instructions appear at the start of the quiz	<input type="checkbox"/> The welcome message and instructions are clear and easy to follow	
Task 3	<input type="checkbox"/> A list of words is created at the beginning of the game. There may be some minor bugs with this.	<input type="checkbox"/> A subroutine is used to populate the word list <input type="checkbox"/> The word list will be deleted upon startup in order to avoid repetition of words	<input type="checkbox"/> The word list has been copied accurately	
Task 4	<input type="checkbox"/> The quiz allows one word to be translated <input type="checkbox"/> The quiz allows one word to be tested	<input type="checkbox"/> The quiz allows for all ten words to be translated <input type="checkbox"/> The quiz allows for all ten words to be tested <input type="checkbox"/> A repeat loop has been used	<input type="checkbox"/> Feedback is given at the end of each question <input type="checkbox"/> The list is hidden from view <input type="checkbox"/> A variable has been used to store the current word in the list	
Task 5	<input type="checkbox"/> The score has been attempted but this might not work correctly	<input type="checkbox"/> The score variable has been created <input type="checkbox"/> The score is incremented when the answer is correct		
Task 6	<input type="checkbox"/> Displaying the score has not been attempted	<input type="checkbox"/> The score out of ten is displayed at the end of the quiz	<input type="checkbox"/> A separate subroutine has been created to display the results of the game <input type="checkbox"/> Join blocks have been used to display the score with other string (text)	
Extension 1 and 2	n/a	<input type="checkbox"/> Extension 1 has been attempted but this might not work correctly	<input type="checkbox"/> Extension 1 has been completed <input type="checkbox"/> Extension 2 has been attempted and might be partially complete	
Extension 3 and 4	n/a	n/a	<input type="checkbox"/> Extension 3 has been completed <input type="checkbox"/> Extension 4 has been attempted and might be partially complete	
Total Score:				



Learning Graph

