Computing ICT Year 7

At St Cenydd...

- We believe homework is a key part of school life. It allows students to develop their skills and knowledge independently and can be the difference between good and excellent progress.
- We strive for all of the homework we set to be engaging and challenging, but above all worthwhile.
- We expect students to complete all their homework and contact their teachers if they have a problem with their homework.

You must complete either the core homework OR the challenge homework.

	Core Gwaith Cartref	Challenge Gwaith Cartref
Homework 1	Title: **Username and Password**	Title: **Username and Password Security**
	Details: Learn your log on details off by heart, practise logging on in the library. (Don't forget to log off)	Details: Write down 3 reasons why we should keep our log on details secret.
Homework 2	Welcome to Google	Welcome to Google
	Google tutorial 1 Login Log out	Google tutorial 2 Login Navigate to Google classroom Join Class Log out
Homework 3	Title: ICT Rules	Title: **The missing ICT Rules**
	Details: Read the ICT rules PowerPoint.	Details: After reading the ICT rules PowerPoint, write down 3 or 4 rules you feel are missing from the list.

Homework 4	Title: **Basic Maze Hour of Code 1**	Title: **Basic Maze Hour of Code 2**
	Details: Complete the first 10 steps of this hour of code https://studio.code.org/hoc/1	Details: Complete the steps 11 - 20 of this hour of code https://studio.code.org/hoc/11
Homework 5	Title: **File management**	Title: **File management (ext)**
	Details: Create a folder in your user area for ICT, inside this folder create folders for Spreadsheets, Word Processing, Presentations and Lego.	Details: Keep your files organised by creating folders for your other subjects in Year 7. *Remember **not** to use any special characters like #@!%*
Homework 6	Title: **Flappy Bird Hour of code**	Title: **Create your own Flappy bird game**
	Details: Complete the 10 steps in this hour of code https://studio.code.org/flappy/1	Details: In step 10 create your game, can you program it so that when you pass a pipe it changes the character and when you touch a pipe it resets your score. https://studio.code.org/flappy/10
Homework 7	Title: **Minecraft Hero's Journey**	Title: **Minecraft Hero's Journey**
	Program the agent to complete the challenges 1 - 11 https://studio.code.org/s/hero/stage/1/puzzle/1	Now it's up to you! Use the Agent's code to help you explore this world. (Can you find a way into the house?) https://studio.code.org/s/hero/stage/1/puzzle/12
Homework 8	Title: **Lego Space Challenge 1a**	Title: **Lego Space Challenge 1b**
	Details: Open the space challenge overview map. Activate communications - come up with a solution (on paper or Google Docs) to get the robot to push up the satellite dish.	Details: Open the space challenge overview map. Activate communications - come up with a solution (on paper or Google Docs) to get the robot to push up the satellite dish, and return to base.

Homework 9	Title: **Lego Space Challenge 2a**	Title: **Lego Space Challenge 2b**
	Details: Open the space challenge overview map. Rescue the MSL robot - come up with a solution (on paper or Google Docs) to get the robot to drive to the top of the ramp..	Details: Open the space challenge overview map. Rescue the MSL robot - come up with a solution (on paper or Google Docs) to get the robot to drive to the top of the ramp, wait 2 seconds, say hello and return to base.
Homework 10	Title: **Lego Space Challenge 3a**	Title: **Lego Space Challenge 3b**
	Details: Open the space challenge overview map. Deploy the space station - come up with a solution (on paper or Google Docs) to drive to the space station, bump the switch to open it.	Details: Open the space challenge overview map. Deploy the space station - come up with a solution (on paper or Google Docs) to drive to the space station, bump the switch to open it, say activate, return to base and say Good Job.