



# Longfield Learning Journey



<b>Year Group: 9</b>	<b>Unit of work: 4</b>	<b>Term: 2.2 and 3.2</b>	<b>Target:</b>
----------------------	------------------------	--------------------------	----------------

<b>Skills:</b>	<b>Context:</b>	<b>R</b>	<b>A</b>	<b>G</b>
Problem Solving	You will learn how to determine variables and write simple algorithms			
Computer Programming	You will learn how to program using both python and scratch.			
Data handling spreadsheets	You will learn how to solve a problem using a spreadsheet			

<b>Content:</b>	<b>Keywords</b>	<b>R</b>	<b>A</b>	<b>G</b>
Spreadsheets	BMI, Variable, Column, Row, Formula, Complex Formula, IF...then, Active Cell			
Scratch	Sprite, variables, blocks, algorithm			
Python	Text based, complex			

<b>K</b> <i>What you know</i>	<b>W</b> <i>What you want to know</i>	<b>L</b> <i>What have you learned</i>