



Topic	Learning Objectives	Key Vocabulary	Learning Sequence	Linked Learning	Home Learning
Turtle graphics Co-Ordinates Sequencing instructions	Importing external turtle into python Making turtle variables Adapting turtle properties Controlling turtle using simple sequencing commands	Shell and editor Shape Forward Right/left (angles) Pen colour Pensize	Basic geometry shape coding using left/right and turn angles. Declaring variables for turtle Changing Pensize and colour for turtle	Sequencing instruction Algorithms to solve problems for given tasks Variable - programming and development	This will be set on a by need basis. In order to consolidate learning and fluency of subject specific language.
Turtle graphics co-ordinate geometry	Developing turtle positions using co-ordinate geometry	Goto	Using co-ordinate geometry to draw shapes on the turtle interface	x,y co-ordinate geometry in Maths Linked to the algorithm strand at KS3 and KS4	