**Computer science instructions for Summer II from 1st June onwards**

***Year 7***

Go to <https://scratch.mit.edu/>

If you want to and your parents are happy with it, you can join the Scratch community but you don’t have to.

Have a look at some of the examples of games – try some of them.

You created Pacman in year 6 and will create a Shark eating fish or Pong game in year 8, so please do not make either of these 2 games. You can try to make any game of your choice; there is loads of inspiration around the Scratch community and lots of tutorial videos on YouTube to get you started.

If you don’t join the Scratch community then make sure that you save your file to your computer each time and then load it the next time you add more.

Once you have the basics built then you can always add extras and take your game to the next level.

Have fun and be creative!

If you want to try a different platform/language you can also try signing up to Tynker (they were offering free accounts during school closure) - <https://www.tynker.com/school/coding-curriculum?dashboard#/>