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| Tymor y Nadolig | | Tymor y Pasg | | Tymor yr Haf | |
| HT1 | HT2 | HT3 | HT4 | HT5 | HT6 |
|  | |  | |  | |
| Prif Themâu | Prif Themâu | Prif Themâu | Prif Themâu | Prif Themâu | Prif Themâu |
| Croesi i’r Adran:     * Rheolau’r Adran / AUP * Mewngofnodi / Cyfrineiriau * Adnoddau * Hwb * Ffeiliau a Ffolderi (OneDrive) * Danfon a derbyn e-bost | Cyflwyniad i raglennu trwy Scratch:     * Allbynnau * Newidynnau * Mewnbynnau * Dewis (Datganiadau IF-ELSE) * Amodau | Caledwedd y Cyfrifiadur:     * Diffinio cyfrifiadur * Adnabod gwahanol eitemau o galedwedd ar gyfrifiadur a deall beth yw ei phwrpas. * Deall sut mae’r caledwedd yn gweithio (UBG, RAM, Disc caled, Dyfeisiau M/A) * Cyflwyniad i Saernïaeth Von-Neumann. | Cyflwyniad i HTML:    Tagiau Sylfaenol   * Heading * Horizontal Rule * Paragraphs * Fonts * Body (and it’s properties) * Images * Hyperlinks | Creu Gem Arcade yn Scratch:     * Creu rhyngwynebau, Gameplay (a dilyniant) ac algorithmau. * Datblygu cod   Profi a:  Dadfygio   * Profi Defnyddwyr a Gwerthuso | Defnyddio’r Micro:Bit:     * Deall gwahanol elfennau’r ddyfais. * Cofio elfennau sylfaenol rhaglennu: mewnbynnau, allbynnau, prosesu a newidynnau   + Dewis (Datganiadau IF-ELSE)   + Amodau * Deall y syniad o baratoi’r rhaglen a danfon i’r Micro:Bit. |
| Asesiad | Asesiad | Asesiad | Asesiad | Asesiad | Asesiad |
|  | Asesiad ysgrifenedig wedi gwneud o gwestiynau fformat arholiad yn adlewyrchu pob elfen o’r modiwl.    Bydd yr asesiad yn digwydd ar ddiwedd y modiwl (tua diwedd yr hanner tymor). | Asesiad ysgrifenedig wedi gwneud o gwestiynau fformat arholiad yn adlewyrchu pob elfen o’r modiwl.    Bydd yr asesiad yn digwydd ar ddiwedd y modiwl (tua diwedd yr hanner tymor). | Asesiad ysgrifenedig wedi gwneud o gwestiynau fformat arholiad yn adlewyrchu pob elfen o’r modiwl.    Yn ogystal bydd yna brosiect estynedig yn asesu’r elfennau ymarferol o ysgrifennu HTML. Bydd yr asesiad yma yn un parhaol sy’n digwydd trwy hanner olaf y modiwl. | Prosiect estynedig sydd yn asesu’r proses o ddatblygiad gem:     * Dyluniad * Datblygiad * Profi * Gwerthuso     Bydd darn da o waith yn cynnwys dyluniad manwl iawn, cofio da (gyda braidd dim gwallau), tystiolaeth o brofi a gwerthusiad manwl iawn am lwyddiant y prosiect. | Prosiect estynedig sydd yn asesu’r broses datblygu rhaglen – dylunio, codio, trafodaeth o anghenion y defnyddwyr, gan ddefnyddio’r Micro:Bit:     * Dylunio * Datblygiad * gwerthuso     Bydd darn da o waith yn cynnwys dyluniad manwl iawn, cofio da (gyda braidd dim gwallau), tystiolaeth o brofi a gwerthusiad manwl iawn am lwyddiant y prosiect. |

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| --- | --- | --- | --- | --- | --- |
| Tymor y Nadolig | | Tymor y Pasg | | Tymor yr Haf | |
| HT1 | HT2 | HT3 | HT4 | HT5 | HT6 |
|  | |  | |  | |
| Prif Themau | Prif Themau | Prif Themau | Prf Themau | Prif Themau | Prif Themau |
| My Digital World:    Exploring Online Issues:   * Website Reliability and   Quality of Sources of  Information   * Safe & Effective   Searching   * Copyright Issues * Online Dangers * Strategies to Stay Safe | Binary Bits and Bobs     * The Binary Number   System   * Binary – Denary   Conversions   * Binary Addition * Binary Representation of Text * Binary Representation of Images * Binary Representation of Sound | Introduction to Python     * Outputs * Inputs and Variable   Storage   * IF Statements     Problem Solving (Abstraction  and Decomposition) Tasks | HTML and CSS    - HTML Basics - CSS:   * Text * Images * Divisions o Layout | Scratch Shooter Game Maker:     * Designing Interfaces, Gameplay (and progression) and   Algorithms   * Code Development,   Alpha Testing and  Debugging   * End-User Testing and Evaluations | Advanced Scratch    *Event Driven Programming*     * Outputs * Inputs and Variable   Storage   * IF Statements * FOR and FOREVER Loops |
| Asesiad | Asesiad | Asesiad | Asesiad | Asesiad | Asesiad |
| A written assessment made up of exam style questions covering the all aspects of the unit.    This will be carried out at the end of the unit (approx. at the end of the half-term). | A written assessment made up of exam style questions covering the all aspects of the unit.    This will be carried out at the end of the unit (approx. at the end of the half-term). | A written assessment made up of exam style questions covering the all aspects of the unit.    This will be carried out at the end of the unit (approx. at the end of the half-term). | A written assessment made up of exam style questions covering the theoretical aspects of the unit (to be carried out at the end of the unit)    In addition to this there will be an extended project, assessing the use of the practical HTML skills taught on the course. This will be an ongoing assessment throughout the second half of the unit. | An extended project assessing the full development process of coding a computer game:     * Design * Development * Testing * Evaluation     A good piece of work should include detailed design work, efficient coding (with few bugs), and evidence of testing with resulting improvements documented and a detailed evaluation of the success of the project. | A written assessment made up of exam style questions covering the all aspects of the unit.    This will be carried out at the end of the unit (approx. at the end of the half-term). |

