

Rokeby Remote working for students

Week beginning 18/05/2020 Subject Computing.

<p>Year group</p>	<p>KS3: All resources are on SMHW and Google classroom.</p> <p>KS4: Unit 2.2 + NEA</p>
<p>7</p>	<p>Topic: Computational Thinking (Two weeks)</p> <p>All of you will:</p> <ul style="list-style-type: none"> • Write instructions to explain how to perform different tasks <p>Most of you will:</p> <ul style="list-style-type: none"> • Write specific instructions to explain how to perform different tasks • Explain what happens in different scenarios, for instance if the user enters incorrect data <p>Some of you will:</p> <ul style="list-style-type: none"> • Write an alternative set of instructions to solve problems in more than one way
<p>8</p>	<p>Topic: Logic gates (Two weeks)</p> <ul style="list-style-type: none"> • All must know the three basic logic gate operators • Most should be able to utilise the Truth Table to work out the output of give inputs <p>https://www.bbc.co.uk/bitesize/guides/zxb72hv/revision/3</p>
<p>9</p>	<p>Topic Boolean logic (Two weeks)</p> <ul style="list-style-type: none"> • Most should be able to utilise the Truth Table to work out the output of give inputs • Some could explain the use of Truth Tables for working-out the output of an input combination <p>https://www.bbc.co.uk/bitesize/guides/zc4bb9q/revision/2</p>
<p>10</p>	<p>Topic: Programming Techniques (3 lessons) - Continuation</p> <ul style="list-style-type: none"> • Understand data structure and arrays • Be able to explain the requirements for NEA. <p>https://erevision.uk/auth</p> <p>https://www.bbc.co.uk/bitesize/guides/zb3yb82/revision/4</p>
<p>11</p>	<p>Topic: College transition booklet (2 weeks)</p> <ul style="list-style-type: none"> ▪ An understanding and ability to apply the fundamental principles and concepts of computer science, including: computational thinking (abstraction, decomposition, pattern recognition) logic and Boolean logic, algorithms, data representation and object oriented programming (OOP). ▪ The ability to analyse problems in computational terms through practical experience of solving such problems, including writing programs (using python or java programming languages).