

# Rokeby Remote working for students

Week beginning 15/06/2020 Subject Computing.

Year group	<p><b>KS3: All resources are on SMHW and Google classroom.</b></p> <p><b>KS4: Unit 2.2 + NEA + SMHW</b></p>
7	<p><b>Topic: Computational Thinking – Algorithm and flowchart (4<sup>th</sup> week)</b></p> <ul style="list-style-type: none"> <li>• All of you will: <ul style="list-style-type: none"> <li>Create simple flow charts to perform different tasks</li> </ul> </li> <li>• Most of you will: <ul style="list-style-type: none"> <li>Write flow charts to explain how to perform different tasks</li> <li>Use decision diamonds to create different branches of the flow chart</li> </ul> </li> <li>• Some of you will: <ul style="list-style-type: none"> <li>Create a complex flow chart to explain how to perform everyday tasks</li> </ul> </li> </ul>
8	<p><b>Topic: Programming (2<sup>nd</sup> week)</b></p> <ul style="list-style-type: none"> <li>• Understand the importance of using correct data types: string, integer or float</li> <li>• Use the <b>int</b>, <b>float</b> and <b>round</b> functions</li> <li>• Understand how to use assignment statements correctly</li> <li>• Perform arithmetic using the BIDMAS rule</li> <li>• Write a program involving input, calculation and output</li> </ul> <p><a href="https://www.teach-ict.com/2016/ks3/sows/sow1/sow_menu.html">https://www.teach-ict.com/2016/ks3/sows/sow1/sow_menu.html</a></p>
9	<p><b>Topic Programming (2<sup>nd</sup> Week)</b></p> <ul style="list-style-type: none"> <li>• Read and understand an existing Python program</li> <li>• Recall different data types</li> <li>• Use the int(), float() and str() functions to convert data types</li> <li>• Write an if-else statement</li> </ul> <p><a href="https://www.teach-ict.com/2016/ks3/sows/sow14/sow_menu.html">https://www.teach-ict.com/2016/ks3/sows/sow14/sow_menu.html</a></p>
10	<p><b>Topic: NEA (Design Section) Contd.</b></p> <ul style="list-style-type: none"> <li>• Create a flowchart, which will show broadly how your program will work.</li> <li>• You must create a pseudocode for a part of your program (minimum of 15 lines)</li> <li>•</li> </ul> <p><a href="https://www.ocr.org.uk/qualifications/gcse/computer-science-j276-from-2016/assessment/">https://www.ocr.org.uk/qualifications/gcse/computer-science-j276-from-2016/assessment/</a></p>
11	<p><b>Topic: Edpuzzle videos GCSE to A Level computer science videos.</b></p> <p>If we can try to ...</p> <ol style="list-style-type: none"> <li>1. Not put too many questions on each video (unlike some of mine)</li> <li>2. Mix up freeform / multiple choice / notes</li> <li>3. Add 'feedback' on each question (if appropriate) with the answer</li> <li>4. Mark the completed videos in green</li> <li>5. Add a link to the 'share with anyone' URL to the (Edpuzzle) label</li> </ol> <p><a href="https://docs.google.com/document/d/192UNTIWh_Ma0EOCXhOtpuxoxKos_0eR2JZU_evX-S50/mobilebasic">https://docs.google.com/document/d/192UNTIWh_Ma0EOCXhOtpuxoxKos_0eR2JZU_evX-S50/mobilebasic</a></p>