

Rokeby Remote working for students

Week 16 Subject Computing.

Year group	<p>KS3: All resources are on SMHW and Google classroom.</p> <p>KS4: Unit 2.3 + NEA + SMHW</p>
7	<p>Topic: Computational Thinking – Pseudocode (8th week)</p> <p>All of you will:</p> <ul style="list-style-type: none"> • Write simple pseudocode to demonstrate how a program will work <p>Most of you will:</p> <ul style="list-style-type: none"> • Use the correct standard notation and understand the rules for indenting sections of code • Use IF statements and nested IF statements <p>Some of you will:</p> <ul style="list-style-type: none"> • Create alternative solutions to the same problem using both nested IF statements and IF...ELSE IF statements <p>https://www.teach-ict.com/2016/ks3/sows/sow9/sow_menu.html https://www.bbc.co.uk/bitesize/guides/ztrrcdm/revision/1</p>
8	<p>Topic: Programming (6th week)</p> <ul style="list-style-type: none"> • Use a while loop to repeat a section of code • Use a for loop to repeat a section of code • Make a choice about which loop to use, and why <p>https://www.bbc.co.uk/bitesize/guides/z3khpv4/revision/1 https://www.teach-ict.com/2016/ks3/sows/sow1/sow_menu.html</p>
9	<p>Topic Programming (6th Week)</p> <ul style="list-style-type: none"> • Be able to store and update values in a list • Be able to append data to a list • Be able to use a for() loop to step through a list • Understand why using a list can be more efficient than using single variables <p>https://www.bbc.co.uk/bitesize/guides/zy9thyc/revision/1 https://www.teach-ict.com/2016/ks3/sows/sow14/sow_menu.html</p>
10	<p>Topic: NEA (Development) (3rd Week)</p> <ul style="list-style-type: none"> • Design and develop code for task 3 (Calculates and outputs the points for each round and each player's total score.) <p>Rules:</p> <ul style="list-style-type: none"> • If they roll a double, they get to roll one extra die and get the number of points rolled added to their score. • The score of a player cannot go below 0 at any point. <p>https://www.ocr.org.uk/qualifications/gcse/computer-science-j276-from-2016/assessment/</p>
11	<p>Topic: Edpuzzle videos GCSE to A Level computer science videos. Contd.</p> <p>If we can try to ...</p> <ol style="list-style-type: none"> 1. Not put too many questions on each video (unlike some of mine) 2. Mix up freeform / multiple choice / notes 3. Add 'feedback' on each question (if appropriate) with the answer 4. Mark the completed videos in green 5. Add a link to the 'share with anyone' URL to the (Edpuzzle) label <p>https://docs.google.com/document/d/192UNTIWh_Ma0EOCXhOtpuxoxKos_0eR2JZU_evX-S50/mobilebasic</p>