

KS3-Home Learning Resources

PATIENCE • GUIDANCE • DETERMINATION



Meadow Park
Patience, Guidance and Determination

Teacher Instructions

Computing

Years 7-8 these lessons are designed to be completed on nearly any device, laptop, tablet, smart phones etc. The tasks initially take you through a video introduction of the learning and outcomes to be achieved within the sessions. Extension tasks are also within these pages. Year 9 these lessons are planned to help you develop your knowledge and understanding as you approach the start of KS4 Computing, the Bitesize lessons will help you gain an understanding of computing theory. Remember to print screen any quiz answer outcomes for your evidence.

Computing Year 7	Week 1	Week 2	Week 3
Monday	<p>https://studio.code.org/s/artist/stage/1/puzzle/1</p> <p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the artist drawing code task, which develops your knowledge of functions and loop program commands.</p>	<p>https://studio.code.org/s/iceage/stage/1/puzzle/1</p> <p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the ICE age game code task, which will develop your knowledge of actor movement and pixel resolution.</p>	<p>https://studio.code.org/s/playlab/stage/1/puzzle/1</p> <p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the puzzle code tasks, the tasks will enable you to develop knowledge of sensing within coding sprites (actors) within computer coding.</p>
Tuesday	<p>https://code.org/dance</p> <p>Watch the introduction video then close and input your age. You will then see the activity</p>	<p>https://code.org/minecraft</p> <p>Watch the introduction video then close and input your age. You will then see the activity steps online to</p>	<p>https://code.org/oceans</p> <p>Watch the introduction video then close and input your age.</p>

	<p>steps online to work through the dance code task, which will enable you to learn about setting up effects, sprites and setting defaults for mouse controls. Try out the second extension activity after the first by re loading the webpage link. Remember print screen your evidence to show your progress.</p>	<p>work through the Minecraft game code tasks, the tasks will allow you to work through a series of algorithm problems to solve using the knowledge you have gained to date.</p>	<p>You will then see the activity steps online to work through the Oceans code task. You will learn about artificial intelligence (AI), machine learning, training data, and bias, while exploring ethical issues and how AI can be used to address world problems</p>
Wednesday			
Thursday			
Friday	<p>https://studio.code.org/flappy/1</p> <p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the Flappy Bird game code task, it will enable you to understand how interactions and sound are used within game coding.</p>	<p>https://quorumlanguage.com/hourofcode/astro1.html</p> <p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the Astro code task, the code will let you develop a range of integers and variables.</p>	<p>https://studio.code.org/s/starwarsblocks/stage/1/puzzle/1</p> <p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the Star Wars Blocks code task, you will use a series of code commands to complete the online set tasks logical challenges to complete the Star Wars Blocks challenge.</p>
Computing	Week 1	Week 2	Week 3

Year 8			
Monday	https://studio.code.org/s/artist/stage/1/puzzle/1	https://studio.code.org/s/iceage/stage/1/puzzle/1	https://studio.code.org/s/playlab/stage/1/puzzle/1
	<p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the artist drawing code task, which develops your knowledge of functions and loop program commands.</p>	<p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the ICE age game code task, which will develop your knowledge of actor movement and pixel resolution.</p>	<p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the puzzle code tasks, the tasks will enable you to develop knowledge of sensing within coding sprites (actors) within computer coding.</p>
Tuesday	https://code.org/dance	https://code.org/minecraft	https://code.org/oceans
	<p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the dance code task, which will enable you to learn about setting up effects, sprites and setting defaults for mouse controls. Try out the second extension activity after the first by re loading the webpage link. Remember print screen your evidence to show your progress.</p>	<p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the Minecraft game code tasks, the tasks will allow you to work through a series of algorithm problems to solve using the knowledge you have gained to date.</p>	<p>Watch the introduction video then close and input your age. You will then see the activity steps online to work through the Oceans code task. You will learn about artificial intelligence (AI), machine learning, training data, and bias, while exploring ethical issues and how AI can be used to address world problems</p>
Wednesday			

Thursday			
Friday	https://studio.code.org/flappy/1	https://quorumlanguage.com/hourofcode/astro1.html	https://studio.code.org/s/starwarsblocks/stage/1/puzzle/1
	Watch the introduction video then close and input your age. You will then see the activity steps online to work through the Flappy Bird game code task, it will enable you to understand how interactions and sound are used within game coding.	Watch the introduction video then close and input your age. You will then see the activity steps online to work through the Astro code task, the code will let you develop a range of integers and variables.	Watch the introduction video then close and input your age. You will then see the activity steps online to work through the Star Wars Blocks code task, you will use a series of code commands to complete the online set tasks logical challenges to complete the Star Wars Blocks challenge.

Computing Year 9	Week 1	Week 2	Week 3
Monday	https://www.bbc.co.uk/bitesize/guides/zbfny4j/revision/1	https://www.bbc.co.uk/bitesize/guides/z67j2nb/revision/1	https://www.bbc.co.uk/bitesize/guides/zr3yb82/revision/1
	Systems architecture: What is systems architecture? What is the fetch decode and execute cycle?	Storage: What do computers need to store? What is the purpose of secondary storage?	Network topologies, protocols and layers: What are topologies? Can topologies be different? What is

			encryption?
Tuesday			
Wednesday			
Thursday			
Friday	https://www.bbc.co.uk/bitesize/guides/zd4r97h/revision/1	https://www.bbc.co.uk/bitesize/guides/zvspfcw/revision/1	https://www.bbc.co.uk/bitesize/guides/zj89dxs/revision/1
	Memory: What is primary memory? What are the functions of primary memory?	Wired and wireless networks: What are the benefits of networking computers? Do applications need networks?	System security: What are the principles associated with networks? What are the risks associated with using networks?