

Computing KS3 year 9



Meadow Park
Patience, Guidance and Determination

Week 1

Week commencing 29th June 2020

Teacher instructions	
<p>Follow the instructions step-by-step for each lesson. There is a short quiz to test prior knowledge followed by a video lesson. You should complete any tasks on paper. Then there will be a short quiz to test that you have understood the lesson.</p> <p>The learning you are being given is in preparation for joining KS4 in the next academic year</p> <p>The first lesson is designed to get you thinking about problem solving through code, with the second getting you to consider testing and maintaining programs</p> <p>If you need any help, please feel free to email me on matt.dunn@meadowparkknowsley.co.uk</p>	
Lesson 1	
WEBSITE/LINK	TOPIC/THEME
https://www.bbc.co.uk/bitesize/guides/z6m7xfr/revision/1	Algorithm production Algorithms are step-by-step plans for solving problems. Algorithms can be designed using pseudocode and flow diagrams.
Lesson 2	
WEBSITE/LINK	TOPIC/THEME
https://www.bbc.co.uk/bitesize/guides/z6m7xfr/revision/1	Producing robust programs must run correctly or they are of little value. Careful planning and testing of a program are essential, as is writing maintainable code
Lesson 3	
WEBSITE/LINK	TOPIC/THEME
n/a	n/a
Lesson 4	
WEBSITE/LINK	TOPIC/THEME
n/a	n/a

Week 2

Week commencing 6th July 2020

Teacher instructions	
<p>Follow the instructions step-by-step for each lesson. There is a short quiz to test prior knowledge followed by a video lesson. You should complete any tasks on paper. Then there will be a short quiz to test that you have understood the lesson.</p> <p>The first lesson is to get you thinking about binary and its relations with numbers, text, images and sounds, followed by a second lesson looking at programming constructs</p> <p>If you need any help, please feel free to email me on matt.dunn@meadowparkknowsley.co.uk</p>	
Lesson 1	
WEBSITE/LINK	TOPIC/THEME
https://www.bbc.co.uk/bitesize/guides/zfspcw/revision/1	Data representation All data is represented as binary digits, whether it is numbers, text, images or sound. Calculations are also done in binary.
Lesson 2	
WEBSITE/LINK	TOPIC/THEME

https://www.bbc.co.uk/bitesize/guides/znh6pbk/revision/1	Programming constructs Programs are designed using common building blocks, known as programming constructs. These programming constructs form the basis for all programs.
Lesson 3	
WEBSITE/LINK	TOPIC/THEME
n/a	n/a
Lesson 4	
WEBSITE/LINK	TOPIC/THEME
n/a	n/a

Week 3

Week commencing 13th July 2020

Teacher instructions	
<p>Follow the instructions step-by-step for each lesson. There is a short quiz to test prior knowledge followed by a video lesson. You should complete any tasks on paper. Then there will be a short quiz to test that you have understood the lesson.</p> <p>If you need any help, please feel free to email me on matt.dunn@meadowparkknowsley.co.uk</p>	
Lesson 1	
WEBSITE/LINK	TOPIC/THEME
https://www.bbc.co.uk/bitesize/guides/zjw8jty/revision/1	Computational logic At the simplest level, computers are little more than a collection of transistors and circuits. They connect together to form logic gates, which in turn are used to form logic circuits.
Lesson 2	
WEBSITE/LINK	TOPIC/THEME
https://www.bbc.co.uk/bitesize/guides/zjldqhv/rev	Decomposition and algorithm practice questions Every programming problem needs decomposing so that it can be properly understood. From this, an algorithm can be designed and tested.
Lesson 3	
WEBSITE/LINK	TOPIC/THEME
n/a	n/a
Lesson 4	
WEBSITE/LINK	TOPIC/THEME
n/a	n/a