Curriculum Plan				Subject		CS		12	2	
		W/C 2 nd November	W/C 9 th November	W/C 16 th November	W/C 23 rd November	W/C 30 th November	W/C 7 th December	W/C 14t Decemb		
How you will access home learning		All presentations and worksheets will be made available through MS TEAMS using the team created for that IT group. Please look under the section entitled files. We are planning on creating class notebooks to support students within MS TEAMS so these will be phased in and students will be informed when to swap to this area in MS TEAMS.								
How you be able to interact with your teacher and gain feedback on your work										
Retrieval Focus How we will help you to recall previously learnt knowledge		The unit will be a new one but may consolidate knowledge, skills and understanding from KS3. Low stake quizzes will be used in Kahoot and links will be shared through MS Teams. The use of an IT Journal to support and encourage students will be made available in MS Teams.								
v Learning	What you will be learning about this week	This is a theoretical unit covering Section 2.3 Algorithms (except algorithms for stacks, queues, trees and linked lists which are covered in Unit 7). Searching and sorting algorithms (bubble sort, insertion sort, merge sort, quick sort) are explained in an interactive and practical way, with reference to Big-O notation in terms of time and space complexity. Topic 5 tackles standard algorithms for depth-first and breadth-first graph traversals. Optimisation algorithms, such as Dijkstra's shortest path algorithm and the A* algorithm are covered along with a discussion of intractable problems, in the final topic.								
New		Although the lessons can be delivered without students having to use computers, they will benefit from translating their pseudocode solutions to program code and testing them. Some of the worksheets contain exercises which provide opportunities for practical programming in the language of choice. Sample solutions are provided in Python and visual basic to many exercises. I suggest that students download the Python IDLE GUI from https://www.python.org/downloads/ to help them practice.								
	How we will teach you the new knowledge or ideas	Students will be taught through; MS TEAMS. Worksheets Practical tasks using Python IDLE GUI Low stakes knowledge quizzes								
	Activities that will help you learn and practice what you've been taught	Pupils will complete and mark worksheets. They will also code section of algorithms to enable to practice their knowledge, skills and understanding of high level languages in computational solutions. They will have an assessment at the end of the unit and homework sheets set on previous units to help with metacognition and longer term recall.								

	What you can do if you're stuck	Firstly if a student is stuck on something in one of the lessons they should review the content as the directions to answers are always provided. If students are still struggling then students can contact the teacher through email, or MS TEAMS.
Hov yo	Checking in w we will check in with u to support you with our remote learning	MS TEAMS allows teachers to see progress on the worksheets and screen grabs of the practical tasks. We also use the IT Journal for the students to update their teacher on their progress through each section. If no progress is shown in either location first contact is to be made through email to student and HoY.