Curriculum Plan		Subject		CS		Year	10

	W/C 6th January	W/C 11th January	W/C 18th January	W/C 25th January	W/C 1st February	W/C 8th February
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. Students should use remote desktop to access the Flowol program from the software and subjects folder on the desktop, then Subjects > ICT > IDLE. This software can also be downloaded from https://www.python.org/downloads/					
How you be able to interact with your teacher and gain feedback on your work	MS TEAMS will provide a medium for the distribution of materials and may have further questions in the chat on the general channel but email should be used as the means of contacting the teacher directly for feedback and questions.					
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.					
New Learning	What you will be learning about this week	This unit on programming is subdivided into six lessons (plus an assessment). It covers the OCR GCSE (9-1) Computer Science specification J277, Section 2.2. The first lesson in the unit covers data types and arithmetic operations. Sequence, selection and iteration are covered in the next two lessons, followed by lessons on arrays, procedures and functions with a final lesson on records and reading from and writing to a text file. 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. All the worksheets contain exercises which provide opportunities for practical programming in the language of choice. Sample solutions are provided in Python 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.
Checking in How we will check in with you to support you with your 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.