

Curriculum Plan		Subject			CS/ICT		Year	9
		W/C 6 <sup>th</sup> January	W/C 11 <sup>th</sup> January	W/C 18 <sup>th</sup> January	W/C 25 <sup>th</sup> January	W/C 1 <sup>st</sup> February	W/C 8 <sup>th</sup> February	
How you will access home learning		Look at Satchel One for the lessons. 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 using class notebooks to support students within MS TEAMS and students have used these already in classrooms. Students should use remote desktop to access the Python IDLE program from the software and subjects folder on the desktop, then Subjects > ICT > IDLE. This software can also be downloaded from <a href="https://www.python.org/downloads/">https://www.python.org/downloads/</a>						
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.						
<b>Retrieval Focus</b> 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 KS2. Quizzes will be used in the schools Moodle platform 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.						
<b>New Learning</b>	What you will be learning about this week	The unit is subdivided into six learning hours. It is an introduction to using the Python turtle library, a powerful but easy-to-use high-level programming language. Although Python is an object-oriented language, at this level the object-oriented features of the language are barely in evidence and do not need to be discussed. The focus is on getting pupils to understand the process of developing programs, the importance of writing correct syntax, being able to formulate algorithms for simple programs and debugging their programs. The pupils' final programs are put into a learning portfolio with evidence of correct running, for assessment purposes.  IDLE is used in this unit.						
	How we will teach you the new knowledge or ideas	Students will be taught through; <ul style="list-style-type: none"> <li>• MS TEAMS.</li> <li>• Worksheets</li> <li>• Practical tasks using IDLE software</li> <li>• Low stakes knowledge quizzes</li> </ul>						
	Activities that will help you learn and practice what you've been taught	Pupils will put evidence of the programs they created into an Assessment Portfolio. They will also answer questions on the subsections of programming creation in order to demonstrate understanding. Regular teacher assessment, including questioning and observation, will be used in each lesson in order to reinforce the evidence of understanding in the Assessment Portfolio.						

	What you can do if you're stuck	Firstly if a student is stuck on something in one of the lessons on control systems 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.
	<b>Checking in</b> 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.