Curriculum Plan				Subject			CS		Year		12
		W/C 22th February	W/C 1s	t March	W/C 8th M	arch	W/C 15th March		22nd rch		29th arch
How with fee R	you will access home learning you be able to interact your teacher and gain edback on your work etrieval Focus w we will help you to call previously learnt knowledge What you will be learning about this week	look under the section entitled files. Research tasks are based on the materials available in Issac Computer Science online. Satchel One and MS TEAMS will provide a medium for the distribution of materials and there may be further questions in the									
2	How we will teach you the new knowledge or ideas	Students will be taught through; • Satchel One and MS TEAMS. • Issac Computer Science • Game boards • Practical coding tasks									
	Activities that will help you learn and practice what you've been taught	Pupils will submit evidence of their work through Satchel One for assessment. They will also answer questions what they have learnt each lesson in a quiz board online in order to demonstrate understanding. Regular teacher assessment, including questioning and observation, will be used in lessons in order to reinforce the evidence of understanding in the further lessons.									ling
	What you can do if you're stuck	Firstly if a student is stuck on something in one of the lessons on the unit 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

Satchel One and MS TEAMS allows teachers to see progress on the worksheets and screen grabs of the practical tasks. We also use the submission feature of Satchel One for students to submit worksheets and 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 Sixth Form Team.