Curriculum Plan		Subject	CS	Year	12

	W/C 10th January	W/C 17th January	W/C 24th January	W/C 25th January	W/C 31st January	W/C 7th 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.					
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	The unit is subdivided into six topics (plus a test). It is a theoretical unit covering all of Section 1.1 of the OCR H446 Computer Science specification. The structure and function of the processor, types of processor and different processor architectures are covered in the first three lessons. Lessons 4-6 cover input, output and storage devices and how these can be applied to the solution of different problems. 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	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.					

	practice what you've been taught	
	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.