GCSE Computer Science
Year 10 Term 1.1

Unit of study R094 - Visual Identity and Digital Graphics

Specification
2.1 – Algorithms
2.1.1 Computational thinking
- Principles of computational thinking
- Abstraction
- Decomposition
- Algorithmic thinking

2.1.2 Designing, creating and refining algorithms
- Identify the inputs, processes, and outputs for a problem
- Structure diagrams
- Create, interpret, correct, complete, and refine algorithms using:
  - Pseudocode
  - Flowcharts
  - Reference language/high-level programming language (**Python programming**)
- Identify common errors
- Trace tables

Aims & Objectives:

To practise short exam questions so that you are confident completing exam questions.

To revise key knowledge so that you can recall and use key terms and knowledge accurately within your Programming project.

Types of tasks to expected:

__Theory:__ You will learn the content in lessons and will have a text book to refer to. You would be expected to complete only one of these – Worksheet in google classroom or printed work sheet

__Programming:__ You will be given guidance to complete programming challenges online in Python Idle

You will be expected to review key terms from the Knowledge Organiser to be tested in lessons.

Where?
Homework will be set on Seneca Learning/ e-revision or a printed copy given
When?
Homework will be set on the first lesson of the week to be handed in during the last lesson of the same week.
Feedback
You will have a mid-point assessment in google form for every topic as well as end of topic assessment which will go in your exercise books to be marked with feedback

Revision links:

Knowledge Organiser

HT1-Computer Science Knowledge

Revision activity to try this half term:

Algorithmic Thinking.pdf

Seneca Learning Smart Revise