

Department:	Computing
Scheme of Learning Number:	2
Scheme of Learning Title:	Flowcharts
Key Learning:	<p>Students will begin the project by writing instructions for a basic task. They will work with one another to realise the importance of clarity, detail and use of language.</p> <p>Students will develop skills to be able to convert their instructions into a flowchart, recognising and using the different symbols needed to define the different flowchart components, e.g. decisions, start/stop, input/output.</p> <p>Students will then learn how to use flowcharts to solve problems.</p>
Assessment:	Students will be given a formal online assessment at the end of the rotation which will include multiple choice questions, scenarios and comparisons at the end of the scheme of learning. Students will be assessed throughout the project, through marking, peer assessment and self-assessment.
Key Words:	<p>Decision: the action or process of deciding something or of resolving a question.</p> <p>Instructions: a statement that describes how to do something/ an order or command</p> <p>Input: put (data) into a computer.</p> <p>Output: the information produced by a computer</p> <p>Flow-chart: a type of diagram that represents an algorithm, workflow or process, showing the steps as boxes of various kinds, and their order by connecting them with arrows.</p>
Useful Websites:	<p>http://www.bbc.co.uk/bitesize/ks3/ict/software_applications/control_sequencing/revision/3/</p> <p>http://www.cimt.plymouth.ac.uk/projects/mepres/book8/bk8i1/bk8_1i3.htm</p>
Ways to Support Your Child at Home:	Give your child a daily task, see if they can write instructions on how to do it. Follow those instructions exactly, see if there's anything they've missed or not given you enough instructions for.