

Department:	Computing
Scheme of Learning Number:	3
Scheme of Learning Title:	Visual Basic Programming
Key Learning:	<p>Students are going to be exposed to their first opportunity of text-based programming.</p> <p>Students will be able to write basic programs that include calculations, forming a conversation and begin to write games.</p> <p>Students will be challenged to complete a range of tasks to progress their understanding of both algorithms and programming.</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>Loop – is a sequence of instructions that is continually repeated until a certain condition is reached</p> <p>If statement – is a programming conditional statement that, if proved true, performs a function or displays information.</p> <p>Variable – is a location capable of storing temporary data within a program. This data can then be modified, stored, or displayed whenever needed.</p> <p>String – any series of characters that are interpreted literally by a script. For example, "hello world"</p>
Useful Websites:	<p>http://smallbasic.com/ - To see the capabilities of the programming software.</p> <p>http://www.bbc.co.uk/schools/0/computing/</p>
Ways to Support Your Child at Home:	Ask your child what they have been doing in lessons. Ask your child if they can teach you how to write a basic program e.g. Write "hello world" in a program.