

## Half-term Five – April-May

### Year 11 – OCR (1-9) Computer Science



Lesson	Instructions	Resources	Curriculum
0	If possible all work should be accessed via Microsoft Teams instead of the lessons below.	<a href="https://www.microsoft.com/en-gb/microsoft-365/microsoft-teams/group-chat-software">https://www.microsoft.com/en-gb/microsoft-365/microsoft-teams/group-chat-software</a> Use your school email and password to access your account. All assignments and work will be set via this online portal.	
1	Work through the dice game programming task. Use the computational thinking principles to aid you in doing this.	Guide on how to download Python at home – <i>Click Here</i> NEA Dice Game – This is a directed 20-hour programming task student need to completed March 12th. This equates to <b>1 hour a week</b> of coding outside of the classroom Task - <i>Dice game - Home Programming Project Instructions</i> Additional resources - <a href="https://www.w3schools.com/python/">https://www.w3schools.com/python/</a>	<a href="#">EXAM – Computational thinking, algorithms and programming (Paper 2)</a>
2	Watch the Craig and Dave videos on YouTube. You must summarise the key points from each, try to use the <a href="#">Cornell note-taking method as shown here.</a>	<p>OCR GCSE 1.5 The uses of IP, MAC addressing and protocols craigdave</p> <p>OCR GCSE 1.5 The concept of layers craigdave</p> <p>OCR GCSE 1.5 Packet switching craigdave</p> <p>Continuing with Unit 1.5 – Network Topologies, Protocols and Layers.  <a href="https://www.youtube.com/watch?v=vW3PeQ0XYc&amp;list=PLCiOXwirraUCzDEOPQjBSLIPTkDfBiOO">https://www.youtube.com/watch?v=vW3PeQ0XYc&amp;list=PLCiOXwirraUCzDEOPQjBSLIPTkDfBiOO</a> </p>	1.5 Network Topologies, protocols, and layers  <a href="#">EXAM - Computer systems (01)</a>

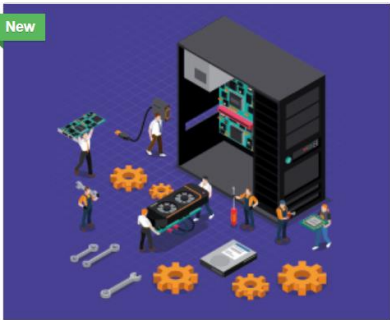

equality

opportunity

inclusion

achievement



3	Answer the exam questions	Additional revision - <a href="https://www.bbc.co.uk/bitesize/guides/zr3yb82/revision/1">https://www.bbc.co.uk/bitesize/guides/zr3yb82/revision/1</a> <a href="https://www.bbc.co.uk/bitesize/guides/zr3yb82/test">https://www.bbc.co.uk/bitesize/guides/zr3yb82/test</a>	
4	Log into your new account on 'Know it All Ninja' and complete tasks set.	<p>Website - <a href="https://www.knowitallninja.com/">https://www.knowitallninja.com/</a></p> <p>My Courses All Courses</p> <div data-bbox="772 438 1160 970"><p>New</p><p><b>COMPUTER SYSTEMS</b></p><p>OCR GCSE Computer Science (J277)</p><p>See more...</p><p>0% COMPLETE</p></div> <div data-bbox="1187 438 1574 970"><p>New</p><p><b>COMPUTATIONAL THINKING, ALGORITHMS &amp; PROGRAMMING</b></p><p>OCR GCSE Computer Science (J277)</p><p>See more...</p><p>0% COMPLETE</p></div> <p>An email will be sent out with instructions on how to access and log into your account.</p>	
5	Log into your Seneca Learning account and complete topics we have covered so far.	Website - <a href="https://app.senecalearning.com/">https://app.senecalearning.com/</a> If you have yet to make an account, do so using your school email and password. You can then use the following class code to access work: <b>6t7wv1t73o</b>	

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