Half-term Three – January-February

Year 11 – OCR (1-9) Computer Science

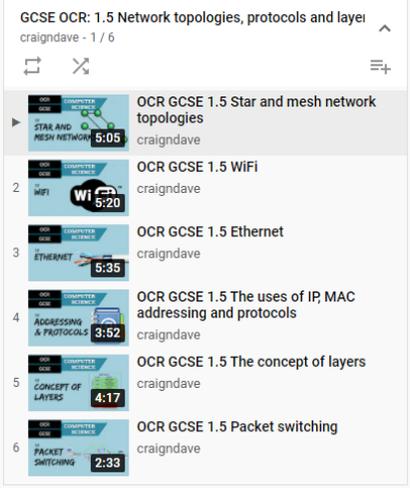| Lesson	Instructions	Resources	Curriculum
0	If possible all work should be accessed via Microsoft Teams instead of the lessons below.	https://www.microsoft.com/en-gb/microsoft-365/microsoft-teams/group-chat-software Use your school email and password to access your account. All assignments and work 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 NEA Dice Game – This is a directed 20-hour programming task student need to complete by the 12th February. This equates to **1 hour a week** of coding outside of the classroom Task - *Dice game* - Additional resources - https://www.w3schools.com/python/	EXAM – Computational thinking, algorithms and programming (Paper 2)

2	Watch the Craig and Dave videos on YouTube. You must summarise the key points from each, try to use the [Cornell note-taking method as shown here.](#)	GCSE OCR: 1.5 Network topologies, protocols and layer craigndave - 1 / 6 OCR GCSE 1.5 Star and mesh network topologies — craigndave 5:05 2 OCR GCSE 1.5 WiFi — craigndave 5:20 3 OCR GCSE 1.5 Ethernet — craigndave 5:35 4 OCR GCSE 1.5 The uses of IP, MAC addressing and protocols — craigndave 3:52 5 OCR GCSE 1.5 The concept of layers — craigndave 4:17 6 OCR GCSE 1.5 Packet switching — craigndave 2:33 https://www.youtube.com/watch?v=_vW3PeQ0XYc&list=PLCiOXwirraUCzDEOPQiBSLIPTkDfFBiOO	1.5 Network Topologies, protocols and layers [EXAM - Computer systems (01)](#)
3	Answer the exam questions	Additional revision - https://www.bbc.co.uk/bitesize/guides/zr3yb82/revision/1 https://www.bbc.co.uk/bitesize/guides/zr3yb82/test	
5	Log into your Seneca Learning account and complete topics we have covered so far.	Website - https://app.senecalearning.com/ 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: **6t7wv1t73o**	