/Computing@Balcarras_



		YEAR		TERM	
Computer Science (OCR)		11		1	
	UNIT				
Softwa	are Develop	ment			
	INTENT				
PRIOR LEARNING (TOPIC) – Advanced Program	nming				
This unit has both practical and theoretical aspects to it. From a practical point of view pupils learn techniques they can use to make their programs more robust. This includes a range of validation types and good practice to improve the maintainability of code. The more theoretical side of the topic covers aspects like types of programming language and how high-level languages, such as Python are translated into low level machine code.			This u	fication Points: init covers points to 2.3.2	
UTURE LEARNING (TOPIC): A-Level Computer	Science		±		
IMPLEMENTATION		IM	ΡΑϹΤ		
 Throughout the unit pupils will cover: Using validation techniques such as range, format, type and length checks. How to make code as maintainable as possible. How to test programs effectively. Methods used to identify and solve errors. Features of IDEs and how these help programmers write code. 		Assessment: Pupils will sit a 40 mark in-lesson assessment at the end of the unit, the score from which will be translated into a 9-1 style grading. In addition to this, pupils will complete regular exam style questions both during lesson and as part of homework tasks.			
HOW CAN PARENTS HELP AT HOME?					
All course materials are available via Firefly. In the upporting their child's revision. This can include explain topics to you.	testing then	•			
HELPFUL READING/FURTHER DISCUSSION					
READING/EXTRA-LEARNING There are an enormous number of online courses and tutorials to help pupils develop heir computer science skills further.	unit lead p	amming skills learnt in perfectly into a wide ra including software	this nge	WIDER SKILLS Digital Literacy Problem Solving Resilience	
/isit the Next Steps section of the Computing lepartment's Firefly page for more details. /OCABULARY					
Authentication, Validation, Maintainability, Iterativ	ve Testina. T	erminal Testing, Synta	x. Loaic	. Test Data. IDF	