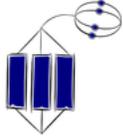
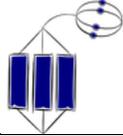


Stretch and challenge - Homework for Computer Science/ Information Communication Technology

Year Group	Prepare	Consolidate	Deepen
All years	 <p>Prior to the lesson pupils are encouraged to learn about the principles of information and computation, how digital systems work, and how to use information technology to create their own programs and systems. The homework aims to equip them to use, express themselves and develop their ideas through computer technology at the level needed for the future workplace.</p> 	<p>Enable pupils to understand and use the basic principles and concepts of computer science, including abstraction, logic, algorithms and data representation</p> 	<p>Provide an opportunity for pupils to analyse problems in computational terms, and write computer programs to solve these problems evaluate and use IT to solve problems. Use ICT responsibly, confidently and creatively.</p> 
	 <p>Provide opportunities for your child to use a wider range of information communication technology, such as keyboards, remote control devices, recording equipment or even doing the shopping for you on the internet (although you may want to enter your card details yourself!).</p>	<p>Encourage pupils to make the most of the computer to improve the presentation of homework by using text, graphs, pictures, sound or video and so forth.</p> 	<p>Research up-to-date information from secondary sources like the internet or a multimedia encyclopaedia can make a difference to marks. However, remember to talk to your child about dangers of copying work.</p> 
	 <p>Introduce the school intranet and asked to create guidelines for using the system. The guidelines could take the form of a desktop-published handbook or a multimedia presentation. The class learns how to log on to the network, launch applications, access shared files and save work into their own area.</p>	<p>Support pupils to learn about the hardware and software components of a computer, and how they communicate with each other and with other systems</p> 	<p>Use a range of programming languages such as creating a virtual pet that will die if it's not taken care of.</p> 