

Home-School Learning Collaboration – Computing

Topics in this cycle: Computational thinking	Taught: Spring1	Year Group: 8
Key knowledge/concepts to be learnt ('Tell me about....')		Websites/blogs/YouTube links and further reading to deepen and consolidate learning
<ul style="list-style-type: none"> • What is computational thinking? Where might computational thinking be useful? Which scenarios might computational thinking be needed in? In which jobs might decomposition be useful? • What is pattern recognition? Why is pattern recognition important in computing? Where do patterns exist in disciplines such as Science, Languages or Mathematics? • What is abstraction? Where might you already be using abstraction skills in your life already? • What are some examples of algorithms? What 3 factors are important when creating an algorithm? What is a way of visualising an algorithm? 		Video clips Pattern recognition https://www.youtube.com/watch?v=SixLnIDV1yY Abstraction https://www.youtube.com/watch?v=N1A9qkWs538 Algorithms https://www.youtube.com/watch?v=ZnBF2GeAKbo

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Key Vocabulary and Definitions To Be Learnt		What Will The Assessment Look Like?
Computational thinking	Computational thinking allows us to take a complex problem, understand what the problem is and develop possible solutions.	Optional: Create an algorithm on how you decide what clothes to wear when you wake up. May/June assessment as part of Assessment Week: <ul style="list-style-type: none"> 50 marks 3 sections. Section A is short answers, Sections B and C require longer answers for unstructured questions
Algorithm	An algorithm is a plan, or a set of step-by-step instructions, often to solve a problem.	
Pattern recognition	Pattern recognition involves finding the similarities or patterns among small, decomposed problems that can help us solve more complex problems more efficiently.	
Abstraction	Abstraction involves filtering out – essentially, ignoring - the characteristics that we don't need in order to concentrate on those that we do.	
Flowchart	A flowchart is a visual representation of the sequence of steps and decisions needed to perform a process or solve a problem. Flowcharts normally use standard symbols to represent the different types of instructions. These symbols are used to construct the flowchart and show the step-by-step solution to the problem.	
		Family Learning Opportunities
		Research the life of the famous mathematician Al-Khwarizmi What is his link to algorithms? 