

Subject: Computing

Topics you should revise

How to construct flowcharts and pseudocode.
What test plans are and why they are used.
How to program variables, selection and iteration.
How to program functions and procedures.
How images are stored on computers.
How resolution can affect images.
How file size can affect images.
The difference between vector and bitmap images.
How pixels are used in the development of digital images.
What is meant by image compression.

Useful revision resources:

- [Python trinket](#)
- [Photopea](#)
- [BBC Bitesize – KS3 Computer Science](#)
- Microsoft Teams / OneNote classbook
- [Computing SharePoint website](#)
- [Teach ICT – KS3 Computer Science area](#)

Revision Tips

- You should aim to practice programming in your own time to boost your confidence with applying practical programming techniques.
- You can access online versions of the software we have been using in lessons to practice at home for example, Python programming via Python trinket and digital imaging via Photopea.
- Make sure you have downloaded the Microsoft Teams and OneNote apps on your phone or tablet to access all of your lesson resources from Year 9. You can also sign in via office.com with your GSHS email address and password from any device. Speak to your Computer Science teacher if you need help setting this up.
- Access your OneDrive folder to view any saved work or projects from your Computing lessons this year particularly the work from half term 5 and half term 6 as your onscreen assessment will focus on these topics.