Re-engagement Curriculum

Subject: Computing SL: CLA QL: HEA

Year Group	Knowledges and skills which have been missed or only covered by some	How the remaining teaching for this academic year will be adapted. (Wave 1 interventions)	Additional interventions that are required over and above normal lesson delivery (Wave 2 interventions)
9 CS BLE	2.2 Programming techniques – Practical programming 2.3 Producing Robust Programs – creating solutions 2.6 Data Representation - theory, have covered but needs recovering	BLE will put in place: 1. NEA/coding challenges to build up students programming techniques and languages. 2. To revisit all basic coding languages (some may need to revise their paired programming which was completed before lockdown) 3. Revisit Data representation, with an end of unit test 4. Only observation and feedback on the coding challenges/unit to be given to allow students time to develop 5. Use of NEA structure to support in delivery of this unit	Homework to be guided by the coursework and set individually for students to catch up. Both IT rooms made available after school for students to drop in the complete work or homework
10 CS BLE	2.2 Programming techniques 2.3 Producing robust programs 1.4 Wired and Wireless Networks 1.6 System Security	• NEA/coding challenges to build up students programming techniques and languages. • To revisit all basic coding languages (some may need to revise their paired programming which was completed • Only observation and feedback on the coding challenges/unit to be given to allow students time to develop • Use of NEA structure to support in delivery of this unit	IT rooms opened for support after school
11 CS BLE& CLA	Unit Covered need to be revisited or revised: Ethics Stakeholders legislations: • The Data Protection Act 1998 • Computer Misuse Act 1990 • Copyright Designs and Patents Act 1988 • Creative Commons Licensing • Freedom of Information Act 2000 Open source and Proprietary Software Networks Network protocols	To go and cover and allow opportunity to show: • I can compare Open source and Proprietary Software • Given a scenario, I can explain how key stakeholders are affected by technology • I can write an extended answer discussing the ethical, legal, cultural, environmental and privacy issues of a scenario or type of technology For unit 2 paper revisit: • NEA/coding challenges to build up students programming techniques and languages. • To revisit all basic coding languages (some may need to revise their paired programming which was completed	IT rooms opened for support after school