

Key Vocabulary	<i>algorithm abstraction decomposition Lists Iteration</i>	<i>algorithm abstraction decomposition Lists Iteration</i>	<i>Structured diagram Pseudocode Flow diagram Sequence Selection</i>	<i>Trace tables Sequence Selection Iteration</i>	<i>Algorithm Search Sort</i>	<i>Algorithm Search Sort</i>	
Absenteeism / Isolation / Stretch & Challenge	<i>All resources and programming tutorials are located in Teams Files and within OneNote (Content Library / student section)</i>	<i>All resources and programming tutorials are located in Teams Files and within OneNote (Content Library / student section)</i>	<i>All resources and programming tutorials are located in Teams Files and within OneNote (Content Library / student section)</i>	<i>All resources and programming tutorials are located in Teams Files and within OneNote (Content Library / student section)</i>	<i>All resources and programming tutorials are located in Teams Files and within OneNote (Content Library / student section)</i>	<i>All resources and programming tutorials are located in Teams Files and within OneNote (Content Library / student section)</i>	
Recommended reading	<i>All resources (reading materials) and tutorials are located in Teams Files and class OneNote. Additional reading is posted in Teams general channel. Craig 'n' Dave videos for SLR 2.1</i>						
Knowledge Organiser Link	<i>Knowledge Organisers are located in the Content Library of the class OneNote Notebook</i>						

Curriculum Overview 2023/24: Term 1

Year: 12/13

Subject:	Topic: Algorithms and Programming						
	4 Sept 2023	11 Sept 2023	18 Sept 2023	25 Sept 2023	2 Oct 2023	9 Oct 2023	16 Oct 2023
Learning Question	The nature of abstraction The need for abstraction The differences between an abstraction and reality Devise an abstract model for a variety of situations Programming Project	Identify inputs and outputs in a given situation Determine the preconditions for devising a solution to a problem The nature, benefits and drawbacks of caching The need for reusable program components Programming Project	Identify the components of a problem Identify the components of a solution to a problem Determine the order of the steps needed to solve a problem Identify sub-procedures necessary to solve a problem Programming Project	Identify the points in a solution where a decision needs to be made Determine the logical conditions that affect the outcome of a decision Determine how decisions affect the flow of a program Programming Project	Determine the parts of a problem that can be tackled at the same time Outline the benefits and trade-offs that might result from concurrent processing in a particular situation Programming Project	Programming constructs: sequence, iteration, branching Recursion, its use and how it compares to an iterative approach Global and local variables Modularity, functions and procedures, and parameter passing by value and reference	Use of object-oriented techniques Programming Project

						Use of an IDE to develop or debug a program Programming Project	
Homework	<i>Project Smart Revise</i>	<i>Project Smart Revise</i>	<i>Project Smart Revise</i>	<i>Project Smart Revise</i>	<i>Project Smart Revise</i>	<i>Project Smart Revise</i>	
Key Vocabulary	<i>algorithm abstraction decomposition</i>	<i>Precondition</i>	<i>algorithm abstraction decomposition</i>	<i>Flow diagram Pseudocode Structure diagram abstraction decomposition</i>	<i>Big O Notation Concurrency Parallel</i>	<i>Object Oriented Programming Polymorphism Instantiation Inheritance recursion</i>	<i>Object Oriented Programming Polymorphism Instantiation Inheritance</i>
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Recommended reading	<i>All resources (reading materials) and tutorials are located in Teams Files and class OneNote. Additional reading is posted in Teams general channel.</i> <u>Craig 'n' Dave videos for SLR 18</u> <u>Craig 'n' Dave videos for SLR 20</u> <u>Craig 'n' Dave videos for SLR 21</u> <u>Craig 'n' Dave videos for SLR 22</u> <u>Craig 'n' Dave videos for SLR 23</u>						
Knowledge Organiser Link	<i>Knowledge Organisers are located in the Content Library of the class OneNote Notebook</i>						