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| **Core Knowledge Map** | | | |
| Subject: Computer Science | Year: 9 | | Term: 1.0 |
| What are we learning? | | | |
| How to stay safe online  The purpose of applications and apps | | | |
| How will I be assessed | | | |
| There will be a checklist of things you have done, and a Word or PowerPoint document showing your research and the steps you took to design and create your app. | | | |
| Big questions: | | | |
| What is an application and how is an ‘app’ different?  How do we make computers useful? | | | |
| How does this build on previous learning? | | How will this link to my future learning? | |
| This will build on previous knowledge from block programming, image and text editing and critical thinking skills. | | This term will provide skills that will be used during GCSE years, but also are useful skills for building apps in an entrepreneurial or professional setting. | |
| Core knowledge: | | Key vocabulary: | |
| Refresher on E-Safety   * How to behave online * What should and shouldn’t be shared on social media and how to keep your account private   How an app is created using block based languages and ‘drag and drop’   * Introducing the app * Research the core components of a successful app * Thunkable: web based app design   How to arrange the ‘logic’ behind an app to perform a task   * Creating a GUI * What is logic? * Planning logic using flowcharts * Real time components | | Application  App  GUI  Input  Touch/tap  Button  Action  Design  Table  User  Sprite  Code | |
| Need more help? | | | |
| 1. [Thunkable: Best no code app builder | No code app creation](https://thunkable.com/#/) 2. [How do you make a good app? - BBC Bitesize](https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/zxgq7ty) | | | |