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| **Core Knowledge Map** |
| Subject: Computer Science | Year: 9 | Term: 1.0 |
| What are we learning? |
| How to stay safe onlineThe 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
 | ApplicationAppGUIInputTouch/tapButtonActionDesignTableUser SpriteCode |
| 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)
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