Northolt High School
Scheme of Learning

Year group: 10	Term: Summer 1	Unit duration: 6 weeks	Number of lessons: 3	Unit title: Programming Techniques - Iteration

Assessment outcome: To develop an understanding of iteration in programming.	**Fertile question?** Is iteration the same as repetition?

Key skills/concepts/knowledge that students should cover	**Start RAG**	**End RAG**	**Literacy. Key vocabulary/subject terminology that students should cover**
What is iteration? How to use sequence, selection and iteration with an emphasis on the latter Simplifying instructions in programming What is the advantage of iteration and how does this impact on coding? Are there any downsides to iteration? What can be done to mitigate them? What is a condition and why is it needed?			Pseudocode Algorithms Flowcharts Iteration Condition True False Testing Selection Programming Programming language
Stretch. Key skills/concepts/knowledge that students should cover To develop a code using iteration to carry out a function that the client has commissioned you to create.			**Suggested materials teachers could/should use** TeachICT, Isacc Computing, A Level Computing textbook Computer Science PowerPoints/Worksheets
			Key home learning tasks students should complete Worksheets based on using iteration for a number of functions.