Year group: 10	Term: 2	Unit duration: 6	Number of lessons: 9	Unit title: Programming techniques - lists and arrays

Assessment outcome: To be able to use data structures such as lists and arrays to store and organise data in a program.	Fertile question? How can we store organised sets of data for use in a program?	

Key skills/concepts/knowledge that students should cover	Start RAG	End RAG	Literacy. Key vocabulary/subject terminology that students should cover
One dimensional arrays - Python lists Multi dimensional arrays - uses and how to store/remove data from them Using iteration to store/select/remove items from arrays by their index			Axis Dimension Table String Characters Dentifier Index Operator Sequence Integers Values Table
Stretch. Key skills/concepts/knowledge that students should cover Create a draughts/checkers game in Python using a two-dimensional array.			Suggested materials teachers could/should use TeachICT Computer Science Powerpoints/Worksheets **Key home learning tasks students should complete** Read and evaluate code using arrays and correct errors.