Northolt High School
Scheme of Learning Overview

Year group: **12**	Term: **3**	Unit duration: **12**	Number of lessons: **30**	Unit title: **Applications Generation and Software Development**

Assessment outcome: To be able to plan and assess code, and use effective methodologies to approach a programming task.	**Fertile question? How is software planned and written and what are the key processes involved?**	
Key skills/concepts/knowledge that students should cover	**Start RAG**	**End RAG**
Understanding the different methodologies behind software development allows programmers to optimise their approach. There are many analysis methods we can use to assess the quality of code, as well as different models of software development that implement code writing, analysis and improvement cycles. It is also important to consider the choice of language and translation method. **What is the difference between open and closed source software?** **What is utility software and how is it used?** **How do different methods of code translation differ and what are the advantages of each?** **Why are different methodologies for software development needed?**		
Stretch. Key skills/concepts/knowledge that students should cover. **Use these concepts and methods in planning and executing the programming project.**		

Literacy. Key vocabulary/subject terminology that students should cover

Open/Closed source
Utilities
Translators
Lexical/Syntax analysis
Agile Methodologies
Spiral model

Suggested materials teachers could/should use

TeachICT
Isaac Computer Science
Computer Science powerpoints/resources

Key home learning tasks students should complete

To be set in lessons.