

Key Vocabulary for Lessons

Variable	A named value in which data can be stored by a computer program. The data can be changed as the program runs.
Constant	A named value which is accessed by a computer program but is fixed and cannot be changed.
Operator	Operators compare or modify values in computer code. Examples include + < and NOT.
Input	Data or information which is put into the program. This could be entered via a user, or taken from a sensor.
Output	Data or information which the program produces. This could be shown on a screen, sent to a printer, or saved to a file.
Assignment	The process of placing a value into a variable.
Sequence	Following through a set of steps in a particular order.
Iteration	Repeating a set of steps several times.
Count Controlled Loop	Using a counter to loop through one or more lines of code until they have been run a certain number of times.
Condition Controlled Loop	Using a loop to repeat one or more lines of code until a certain condition is met.
Arithmetic Operator	An operator which uses maths to modify numbers such as +
Boolean Operator	An operator which uses a logical criterion to compare two values such as < or AND

GCSE Homework

- Homework will be set via Homework booklet every *two* weeks.
- You will be given a set of questions alongside short videos.
- These will be based on what you have learnt over the previous two weeks.

Additional Opportunities

If you wish to further develop your skills and knowledge for GCSE Computer science, you can use the following links:

https://www.teach-ict.com/v/GCSE_Computing/OCR_J277/OCR_J277_home.html - Teach ICT

<https://www.youtube.com/watch?v=KBmoqwVt4Qg> – YouTube Playlist (CraignDave)

<https://www.ocr.org.uk/qualifications/gcse/computer-science-j277-from-2020/assessment/> - Past Papers (Choose option GCSE computer science J277 paper 2)