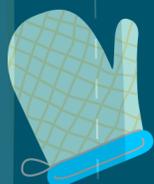




01 Activity Guidance and Instructions

INGREDIENTS FOR BROWNIES

plain chocolate | 90g (3oz)
unsalted butter | 150g (5oz)
soft light brown sugar | 300g (10oz)
plain flour | 125g (4oz)
1 pinch of salt
2 eggs
cocoa powder 15g (1/2 oz)
1 tsp of vanilla extract
1/2 tsp of baking powder



KEEPING SAFE

Keep safe in the kitchen.

Ask a grownup to help with:
- chopping and using scissors
- using the hob
- using the oven

02 Computer Science*

ALGORITHM

An algorithm is a precisely defined procedure – a sequence of instructions, or a set of rules, for performing a specific task

REPETITION

A programming construct in which one or more instructions are repeated, perhaps a certain number of times, until a condition is satisfied or until the program is stopped.

DEBUG

To detect and correct the errors in a computer program.

ABSTRACTION

Abstraction is about simplifying things; identifying what is important without worrying too much about the detail.

Abstraction allows us to manage complexity.



03 IT Skills*

INPUT

Data provided to a computer system, such as via a keyboard, mouse, microphone, camera or physical sensors.

OUTPUT

The information produced by a computer system for its user, typically on a screen, through speakers or on a printer, but possibly though the control of motors in physical systems.

PROCESS

A process is a program that is running on your computer.

The term "process" can also be used as a verb, which means to perform a series of operations on a set of data.

MAINTENANCE

Maintenance refers to the processes needed to sustain an IT product throughout its operational life cycle.

Maintenance also includes training and other daily actions used to provide support.

SHARE / SAFEGUARDING

Sharing work safely with an audience beyond the classroom through school learning platform or web space and online communities based around particular software. Also sharing examples through taking photos or capturing video.

04 Links to additional resources and activities

A

COMPUTING AT SCHOOL HOME LEARNING

<https://www.computingatschool.org.uk/homelearning>

B

BAREFOOT COMPUTING (including unplugged activities involving food)

<https://www.barefootcomputing.org/>

C

HOME LEARNING RESOURCES FROM PARTNERS

Raspberry Pi Foundation
<https://www.raspberrypi.org/learn/>

NCCE <https://teachcomputing.org/home-teaching/>

STEM Learning <https://www.stem.org.uk/home-learning>

* Some definitions taken from Quick Start Computing Guide - <https://community.computingatschool.org.uk/files/8220/original.pdf>