2014 Computing: Putting it into Practice

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Stages in a journey to implementation:

Curriculum Audit
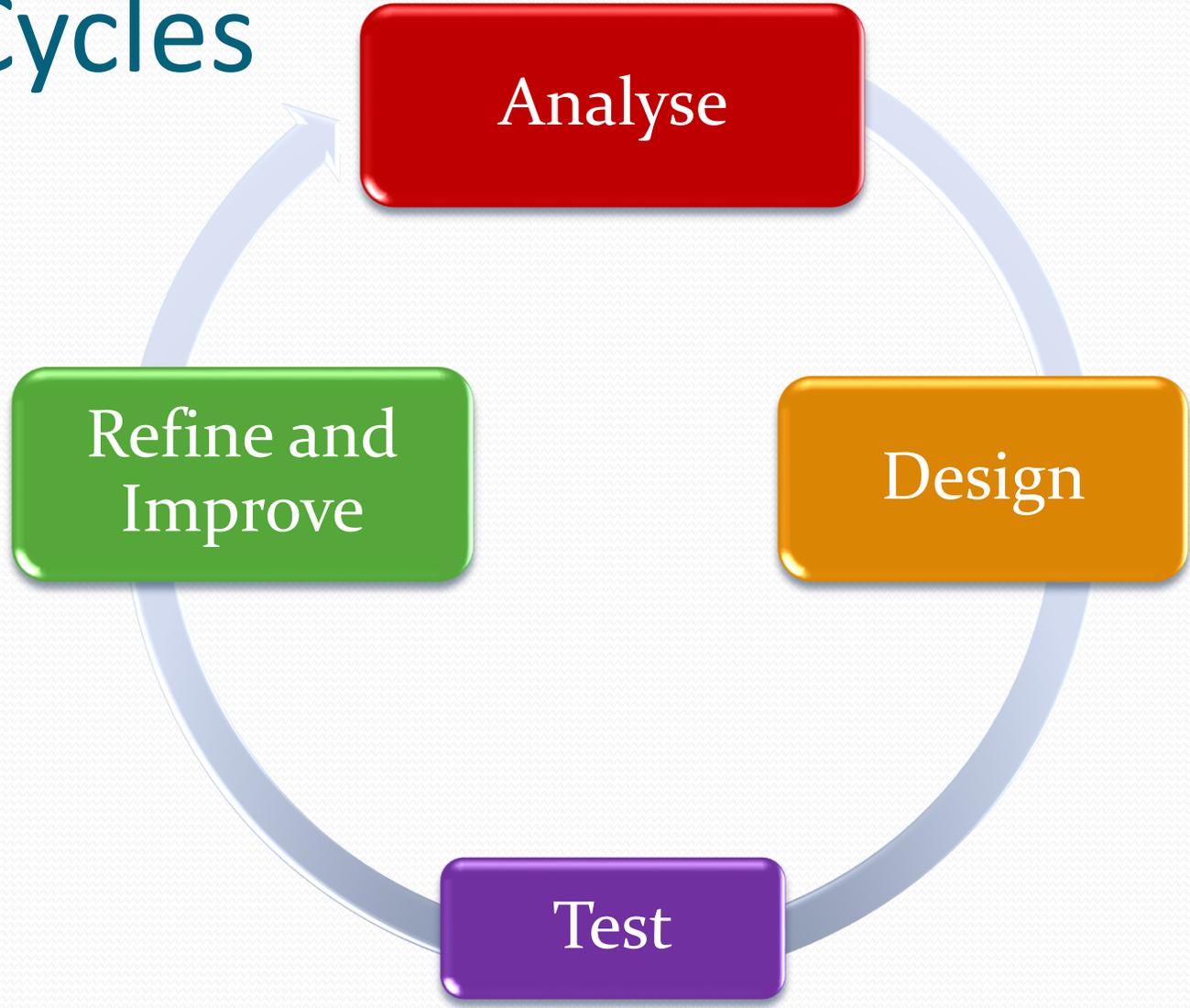
Staff Skills Audit

Preparing the Infrastructure

www.naace.co.uk/curriculum

Learning Cycles

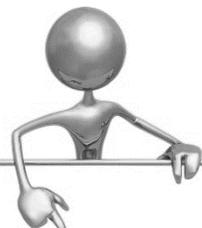# Physical, Practical, Problem Solving

Check out some of the physical activities at CS Unplugged

3   1   5   4   2

Cross-Computing Projects

Game

Website

Advertising

App

Modelling

Animation

Research

Safe and Responsible Use

Communication and Collaboration

Control

Systems

Data

Select the Computing skills you wish to include within a project in order to achieve successful, context-based cross-computing projects
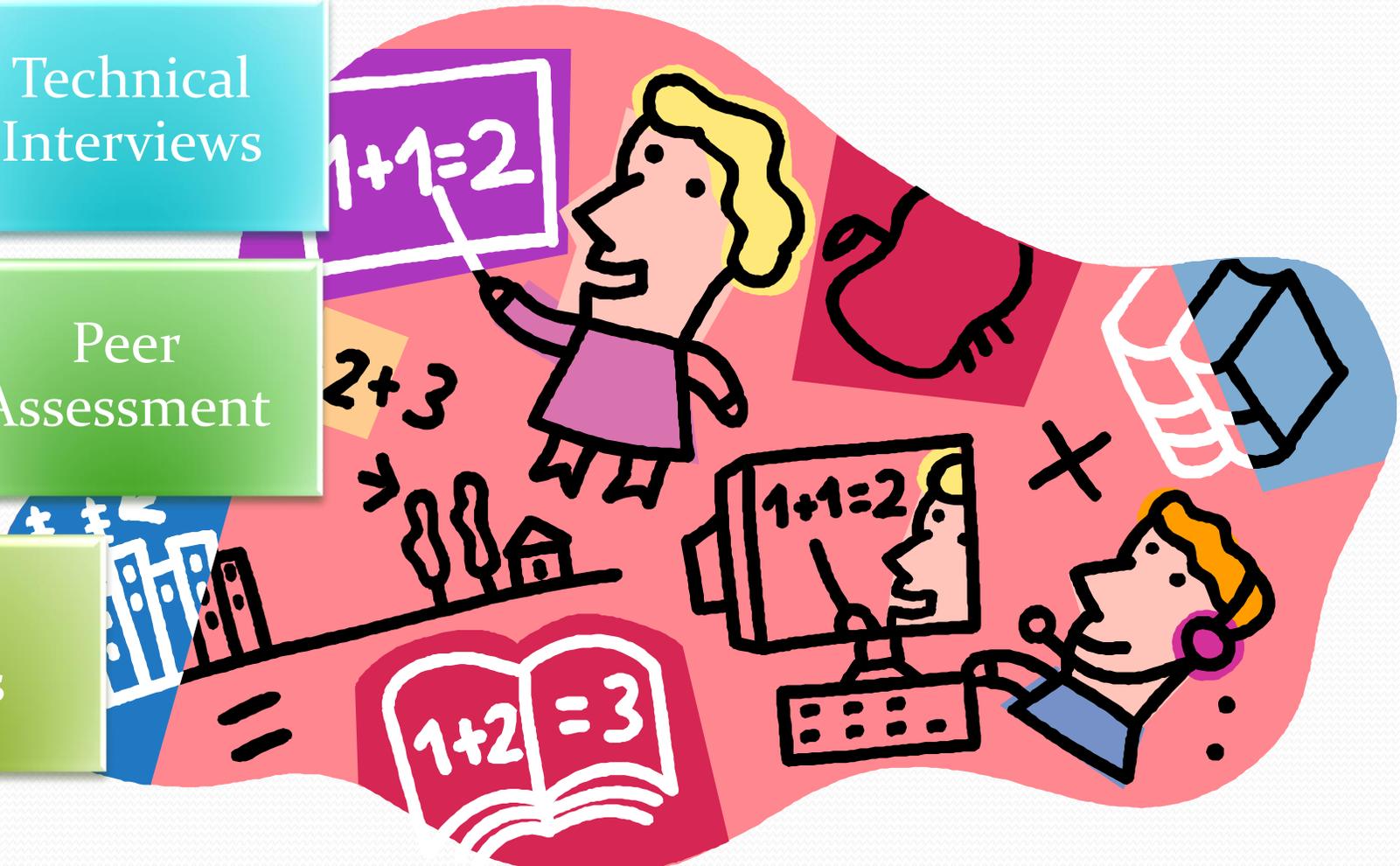
Classroom Techniques

Paired Programming

Technical Interviews

Self Assessment

Peer Assessment

Digital Leaders

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