Assignment Brief 1 – AB1

Assignment Title:	Scratch Resource for the Classroom				
Learner:		**Tutor(s):**	Alex Southern Daniel North	**Course:**	EAS Hybrid Course for Secondary Education
Date Set:	08/10/2024	**Deadline:**	05/11/2024 23:59	**Unit:**	Unit 1

Background:

This course provides practical insights into real-world systems and creating purposeful systems by incorporating techniques and methods of problem solving through coding. It helps teachers to understand the basis of programming including the use of variables, calculation, testing, loop structures, and iteration within a computer program. Teachers will experience practical programming using high and low level languages.

In this unit you have been learning some fundamental principles of computing, and how to use them in a high level programming language. You have learned how the use of selection, iteration, variables and sequencing allows programmers to create algorithms that can then be implemented in computer programs to solve problems.

In this assignment you are going to demonstrate your understanding of these concepts by creating a resource in Scratch for use in your classroom. You will explain how and why you have used these concepts within your code, and justify any omissions based on the scope of your programme. These explanations should be appropriate for your learners.

The brief:

Part 1 (25 marks)
Create a resource in Scratch to aid in teaching a concept within your classroom.

The resource can be used as a teaching aid for any subject, not just computer science. Your finished programme should *demonstrate*, but does not need to be *about*, your understanding of the computer science concepts you have learned.

Include a screenshot of your finished code which you may annotate if you wish.

You must also provide a link to the finished Scratch project.

Your finished programme should allow you to demonstrate:
-- Sequencing in an algorithm
-- Iteration in an algorithm
-- Variables and constants
-- Selection in an algorithm
-- High quality code

Project Link:	

Part 2 (25 marks)

Explain the potential uses of your resource in the classroom. You should also justify the inclusion or omission of sequencing, iteration, variables and selection based on the scope of your programme. Your explanation of these concepts should be suitable for your learners.

How to present your evidence:

For hand in, please fill in the appropriate sections of the assignment brief and then send it to alex.southern@technocamps.com attached to an email. The email subject should be "**Your Name U1A1 Submission**" with 'Your Name' replaced with your own name (e.g. "Joe Bloggs U1A1 Submission").

The learner's finished assignment must include the following items:
-- The learner's name
-- A screenshot of their finished teaching resource with suitable annotation
-- A link to their finished teaching resource, accessible by the marker
-- An explanation of the uses of their resource with justifications for the inclusion or omission of coding concepts

All work produced must be in your own words. Any reference to work/digital learning objects taken from other sources and re-used must be identified in a reference/bibliography section.

Criteria:

1 – Use sequencing
2 – Use variables
3 – Create loop structures
4 – Use iteration
5 – Use selection
6 – Writing high quality, efficient code
7 – Identify and explain programming concepts

A more detailed breakdown of marking criteria can be found in the marking matrix

In completing and signing below all parties must agree that all parts of the ASSIGNMENT BRIEF have been completed.

	Name	Signature	Date
Learner			
Assessor			
Internal Quality Assurer			