

**Scorecard**

**Computer Science Bootcamp**

The below scorecard will help to identify what existing knowledge you have, and what areas need to be developed in relation to your development on the Computer Science Bootcamp. It will help your instructors to plan your learning in the appropriate areas. Please complete the initial score section yourself (learner). Grade your current level of ability on a level of 1 to 10. 1 being low topic knowledge, 10 being comprehensive understanding. This exercise will be repeated throughout the Bootcamp to track your development and needs.

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| Student Name: | | Alisha Clements | | | | | | |
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| Key Skills / Knowledges | | Initial Score | Week 2 | Week 4 | Week 6 | Week 8 | Week 10 | Tutor Observations (Week 8) |
| Identify key computer hardware components, including their purpose/roles within a system | | 9 |  |  |  |  |  |  |
| Understand compute logic and how instructions are both requested and actioned | | 8 |  |  |  |  |  |  |
| Write code using best practises and understand code-based logic | | 9 |  |  |  |  |  |  |
| Support a group project within a software development setting using industry standard collaboration tools | | 8 |  |  |  |  |  |  |
| Develop and deploy software solutions | | 6 |  |  |  |  |  |  |
| Build, train, and visualise machine learning models using TensorFlow.js | | 3 |  |  |  |  |  |  |
| Develop program code or scripts for a computer or other digital technology for example an industrial control system | | 4 |  |  |  |  |  |  |
| Identify strengths and weaknesses in machine learning and artificial intelligence solutions, including key components | | 1 |  |  |  |  |  |  |
| Design, develop, and deploy artificial intelligence solutions using Synaptic, brain.js, and TensorFlow.js | | 1 |  |  |  |  |  |  |
| Understand how 2D and 3D graphics are generated including the associated mathematical properties | | 7 |  |  |  |  |  |  |
| Develop and deploy interactive in-browser products which utilise 2D and 3D graphics | | 7 |  |  |  |  |  |  |
| Identify the key components and considerations within an extended reality products lifecycle | | 2 |  |  |  |  |  |  |
| Develop advanced 2D/3D in-browser solutions which utilise artificial intelligence and machine learning principles | | 0 |  |  |  |  |  |  |
| Understand basic cryptography and how it is deployed in cyber security | | 0 |  |  |  |  |  |  |
| Identify and explain key networking hardware and concepts | | 2 |  |  |  |  |  |  |
| Build a simulated network in Cisco Packet Tracer | | 0 |  |  |  |  |  |  |
| Research vulnerabilities in computer systems and how they can be exploited | | 0 |  |  |  |  |  |  |
| Deploy and use common penetration testing tools | | 0 |  |  |  |  |  |  |
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|  | End of Bootcamp Student Reflection |
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