



## Course Content

In term 3, students will learn to program calculator programs in Scratch that are able to perform mathematical operations on assigned variables. They will learn to use flowcharts to represent each part of their program. They will also use concepts like procedures, functions, selection and debugging that they learnt about in the previous terms, implement it to their programs and create advanced programs.

In the next unit, students will learn about operating systems, user interfaces and human-computer interaction. They will learn about various operating system interfaces and to design and produce wireframes of user interfaces. In the last topic of the unit, they will learn to test, evaluate and use iterations to get better results.

## Resources

1. Compute-IT Book 1 - Hodder Education by Mark Dorling and George Rouse
2. Unit 11 Programming a calculator (Pp. 130-139)
3. Unit 9 Designing for HCI: an operating system interface (Pp. 108-115)
4. Dynamic Learning online resources
5. Worksheets
6. Quizzes

## Assessment

- Class Assessments (20%) - Think-IT Tasks, Activities and Exam-Style Questions
- Homework (20%) - Compute-IT Tasks, Plan-IT Tasks, Worksheets and Quizzes
- Periodical Testing (40%) - End of Unit Tests
- Practical Testing (20%) - Practical Tests