

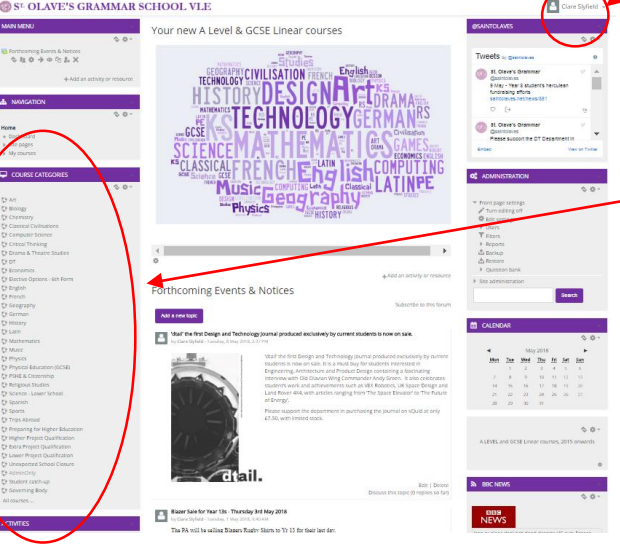
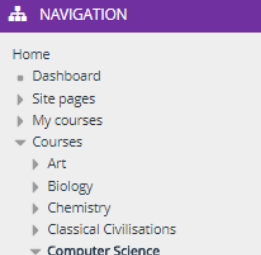
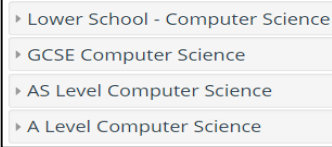



Student access to our Virtual Learning Environment "MOODLE":

	<p>Access via the School website Login function in the top right corner</p> <p>www.saintolaves.net</p> <p>using student's username and password</p>
	<p>This gives access to:</p> <p>Students' School email, the old VLE, MOODLE and the Library app</p> <p>Upon selecting MOODLE...</p> <p>Students must Login in again, using their usual username and password (top right corner of the MOODLE Welcome page and will be met with ...</p>
	<p>The MOODLE Welcome page, containing:</p> <p>Forthcoming notices, Calendar function and most importantly Teaching and Learning areas which are listed down the <u>left side</u> of the screen under the heading:</p> <p>COURSE CATEGORIES. These include:</p> <p>All Curriculum subjects</p> <p>All students have access to all courses, whether they study a particular subject or not (there are a few exceptions to this, but not generally for the curriculum courses)</p> <p>The majority of categories are dedicated to curriculum subjects, each of which contain their own sub-categories, firstly by year group, then by subject material/topics/units of learning. For example</p>
<p>From left side of screen select appropriate Category e.g. Computer Science</p>	
<p>Select appropriate Key Stage sub-category e.g. GCSE Computer Science</p>	
<p>Select appropriate Year group/sub-sub category (if necessary) e.g. CS – Year 9</p>	
<p>(and further sub-sub-sub categories if necessary)</p>	




...Giving student access to the teaching & learning resources uploaded to that course for example...








CS - Yr9

Computer System and Computer Hardware

-  Components of a computer System
-  CPU
-  Digital Circuits





Computer Science Books and notes

-  Axsied Computing book
-  Computer Science Complete Book
-  Python Programming- Notes and Exercises



Programming Techniques

-  Piggy Bank Program-Code in Python
-  Root Function in Python
-  Grading System
-  Data types and Data Structures- Strings and lists
-  Turtle Graphics -Cover lesson 12th December
-  Christmas Design
-  Create a Podcast on streaming





System Software

-  Cracking the Code
-  Software
-  Utility Programs
-  Software Keywords

Computational Logic and Algorithms (Searching and Sorting)

-  Sieve of Eratosthenes
-  Algorithm for prime numbers

Computer Communication and Networks

-  Internet and connectivity
-  Internet- matching activity
- Internet- Complete this activity. Answers are attached.
-  Computer Networks
- Power point to revise for Computer Networks
-  Networks
- Useful notes to revise for upcoming IPM on Networks