



Subject	Year	Term
Computer Science	8	2
Topic		
Flowol and Kodu		
Content (Intent)		
Prior Learning (Topic)	Python and understanding computers	
Learn the operation of control system using Flowol. Students will learn to control simple control systems such as environment of house (temperature, humidity) based on input from thermometers, light detectors, humidity detectors. They understand how traffic flow is controlled by simple sensory inputs, e.g. movement sensors for traffic lights. Able to take a simple set of requirements and build a control system Kodu. Building a 3D game using simple if statements and instructions. They will need to plan, design and build a game based on a set of grades. They will learn how to take a few simple pre-existing commands to build a multi-user 3D game with a set of objectives and a winner and a loser. The game can be used on Xbox.		
Future Learning (Topic)	Networks and ECDL	
What Knowledge and Skills will be taught (Implementation)	How will your understanding be assessed & recorded (Impact)	
Learn to build control-flow diagrams in circumstances such as the home, road safety and industrial processes. Students should be able to build their own systems to control simple processes. They will learn how to join together a sequence of flow chart symbols to create a usable system.	A series of homework's in which students have to create Flowol systems for common processes such as restricting entry to buildings using a count, or regulating the temperature in a greenhouse. These will be graded based on a set of pre-existing criteria.	
Use simple instructions to create a game inside Kodu. Students can achieve considerable success using a few simple instructions. They will see how to assign behaviours to characters to control how they interact with environment and other characters.	A project will be built which will be assessed and a grade given based on a series of descriptors.	
How can parents help at home?		
Ensure students do the homework.		
Helpful further reading/discussion (including Reading and Vocabulary Lists)		
Reading	Vocabulary Lists	
Set of instructions for control systems	Previous	Input
Flowol.com	Relevant	Wait
How to build a Kodu game	Require	If
Kodu.com	Response	>
	Flowchart	<
	Output	=