

OCR GCSE (J277) – SLR 1.3 COMPUTER NETWORKS, CONNECTIONS AND PROTOCOLS

All files needed for this topic are in this folder.

It covers: 1.3.1 – 1.3.2 from the specification

This folder contains the following files:



Lesson overview PowerPoints

One for each lesson to be displayed at the front of the classroom to provide structure to the lesson.



End of topic test

Written using exam style questions.

All tests are out of 20 so easy comparisons can be made between different topics.

Full answers provided.



Student workbook

This is the main file students complete as they progress through a topic. Includes an opportunity for assessment and feedback. Includes a RAG rating self-assessment page.



Student workbook (answers)

A grade 9 model answer version of the blank student workbook.

Doubles up as an excellent knowledge organiser to hand out to students when needed.

If you wish to follow our dedicated scheme of learning and delivery calendars these can be downloaded separately from your premium resources login by selecting the following tile:

- Other GCSE Resources

For guidance on how to formally assess your students at the end of this topic and to get the most out of our “Student workbooks” please check out the following video on our YouTube channel:



 [Assessment with Craig'n'Dave – \(GCSE\)](#)



README – Getting the most out of our resources

Theory coverage

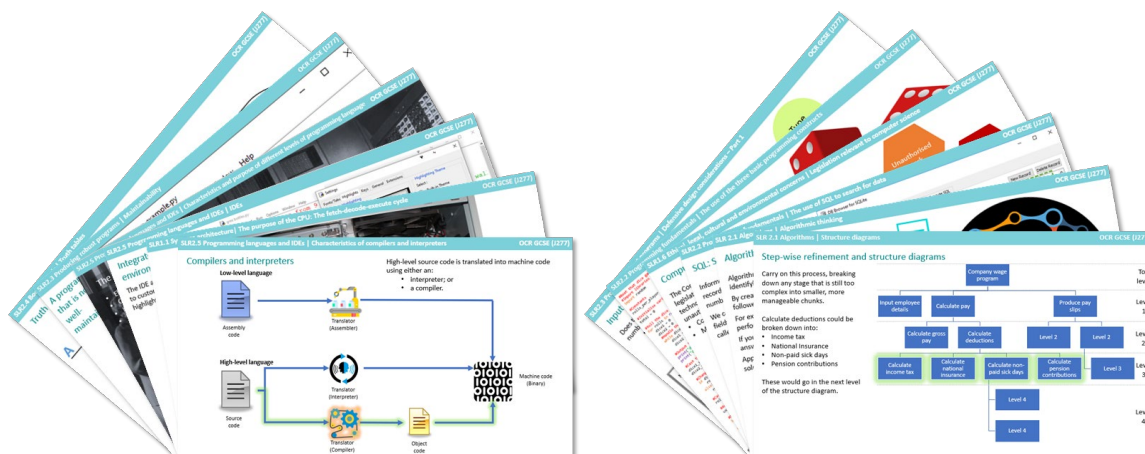
With Craig 'n' Dave resources, you do not need to teach the content of the course from the front of the class. Instead, you set students a video to watch ahead of the lesson from our student page:

student.craigndave.org

Advise them to pause the video when they see the notes icon and record the key theory in an exercise book that they will then bring to the lesson to help them complete the activities. The entire specification is covered point by point in these videos.



If you wish to deliver our theory videos in a more traditional approach however we also provide them as PowerPoints file. These can be downloaded from your premium resources login.



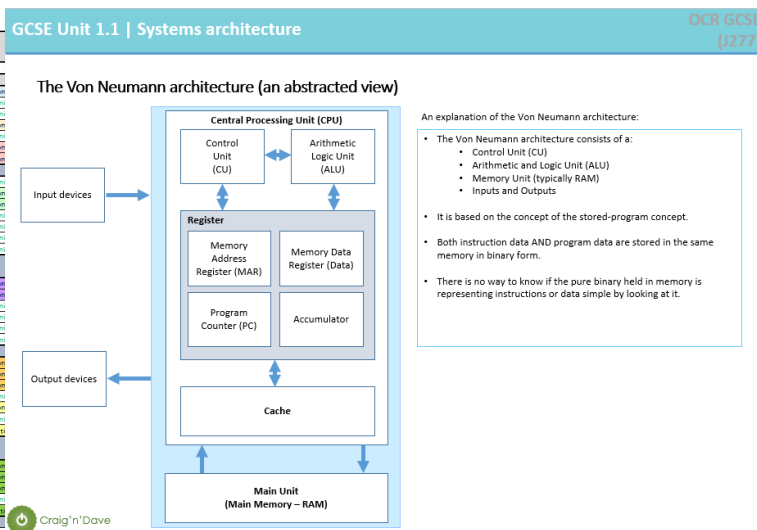
README – Getting the most out of our resources

Additional resources

Don't forget, your subscription comes with full access to all our additional resources. These can all be downloaded from your premium resource's login. These include:

- Programming resources (Python, C#, T.I.M.E, Defold games development)
- Delivery guides/calendars
- Key terminology databases
- Student revision checklists
- “Those little extras” pack
- PDF copy of our “Essential algorithms and data structures” book from Amazon
- Paper 2 exam revision unit
- Pseudocode cheat sheet
- Text-based adventure game (Telium)

GCSE COMPUTER SCIENCE CALENDAR 2016-17					
YEAR 10					
Week	Date	Lessons	1.1 Lesson 1	1.1 Lesson 2	1.1 Lesson 3
1	15/09/16	Introduction lesson	1.1 Lesson 1	1.1 Lesson 2	1.1 Lesson 3
2	22/09/16	1.1 Lesson 1	1.1 Lesson 4	1.1 Lesson 5	1.1 Lesson 6
3	29/09/16	1.1 Lesson 1	1.1 Lesson 7	1.1 Lesson 8	1.1 Lesson 9
4	26/10/16	1.1 Test	1.1 Action	1.2 Lesson 1	1.2 Lesson 2
5	03/10/16	1.2 Lesson 1	1.2 Lesson 3	1.2 Lesson 4	1.2 Lesson 5
6	10/10/16	1.2 Test	1.2 Lesson 6	1.2 Lesson 7	1.2 Lesson 8
7	17/10/16	1.3 Lesson 1	1.3 Lesson 3	1.3 Lesson 4	1.3 Lesson 5
Half Term					
8	31/10/16	1.3 Lesson 1	1.3 Action	1.4 Lesson 1	1.4 Lesson 2
9	07/11/16	1.4 Lesson 1	1.4 Lesson 3	1.4 Lesson 4	1.4 Lesson 5
10	14/11/16	1.4 Lesson 1	1.4 Lesson 6	1.4 Lesson 7	1.4 Lesson 8
11	21/11/16	1.4 Lesson 7	1.4 Lesson 9	1.4 Lesson 10	1.4 Lesson 11
12	28/11/16	1.4 Test	1.4 Lesson 12	1.4 Lesson 13	1.4 Lesson 14
13	05/12/16	1.4 Lesson 15	1.4 Lesson 16	1.4 Lesson 17	1.4 Lesson 18
14	12/12/16	1.4 Lesson 19	1.4 Lesson 20	1.4 Lesson 21	1.4 Lesson 22
Christmas					
15	02/01/17	1.5 Lesson 1	1.5 Lesson 3	1.5 Lesson 4	1.5 Lesson 5
16	09/01/17	1.5 Lesson 2	1.5 Lesson 6	1.5 Lesson 7	1.5 Lesson 8
17	16/01/17	1.5 Lesson 9	1.5 Lesson 10	1.5 Lesson 11	1.5 Lesson 12
18	23/01/17	1.5 Lesson 13	1.5 Lesson 14	1.5 Lesson 15	1.5 Lesson 16
19	30/01/17	1.5 Lesson 17	1.5 Lesson 18	1.5 Lesson 19	1.5 Lesson 20
20	06/02/17	1.5 Lesson 21	1.5 Lesson 22	1.5 Lesson 23	1.5 Lesson 24
Half Term					
21	20/02/17	1.6 Lesson 1	1.6 Lesson 2	1.6 Lesson 3	1.6 Lesson 4
22	27/02/17	1.6 Lesson 4	1.6 Lesson 5	1.6 Lesson 6	1.6 Lesson 7
23	06/03/17	1.6 Lesson 7	1.6 Lesson 8	1.6 Lesson 9	1.6 Lesson 10
24	13/03/17	1.6 Lesson 11	1.6 Lesson 12	1.6 Lesson 13	1.6 Lesson 14
25	20/03/17	1.7 Lesson 1	1.7 Lesson 2	1.7 Lesson 3	1.7 Lesson 4
26	27/03/17	1.7 Lesson 4	1.7 Lesson 5	1.7 Lesson 6	1.7 Lesson 7
27	03/04/17	1.7 Lesson 8	1.7 Lesson 9	1.7 Lesson 10	1.7 Lesson 11
Easter					
28	24/04/17	1.8 Lesson 1	1.8 Lesson 2	1.8 Lesson 3	1.8 Lesson 4
29	01/05/17	1.8 Lesson 4	1.8 Lesson 5	1.8 Lesson 6	1.8 Lesson 7
30	08/05/17	1.8 Lesson 8	1.8 Lesson 9	1.8 Lesson 10	1.8 Lesson 11
31	15/05/17	1.8 Lesson 12	1.8 Lesson 13	1.8 Lesson 14	1.8 Lesson 15
32	22/05/17	1.8 Lesson 16	1.8 Lesson 17	1.8 Lesson 18	1.8 Lesson 19
33	29/05/17	1.8 Lesson 20	1.8 Lesson 21	1.8 Lesson 22	1.8 Lesson 23
Half Term					



The screenshot shows the 'STARTER' level of the game 'The Toy Railway'. At the top, a blue banner reads 'systems architecture'. Below it, a green play button icon is next to the word 'STARTER' in a large, bold, black font. Underneath, the text 'The toy railway' is displayed in a smaller black font. The main area of the screen is filled with a grid of 24 small, identical-looking cards or tiles. Each card has a blue header with a circular icon and a title. The titles include: 'Introduction', 'RAM', 'IDE', 'PC', 'Accumulator', 'System software', 'Cache', 'I/O-E Units', 'Disk-based', 'Queue Data', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory', 'Memory'. Each card also contains a small image and some text, but the text is too small to read. The cards are arranged in a 4x6 grid. The overall background is a light blue color.

README – Getting the most out of our resources

Our pedagogy

Read more about our pedagogy here:



craigndave.org/our-pedagogy

We have additional videos which you might find useful which explain the Flipped Classroom method of teaching on our YouTube channel:



youtube.com/watch?v=ErJIJ5xhW-M&list=PLCiOXwirraUBEEFcJfSQgE2P-pcor9b9c

More reasons to teach with Craig 'n' Dave

Find out more about why we think our resources are the best available for delivering GCSE Computer Science here:

craigndave.org/why-teach-with-craigndave-resources

If you have issues opening any of the files or experience any other problems, or you just want to ask us a question / provide feedback feel free to email us:



admin@craigndave.co.uk

