Assessment

PAPER 1

Grade	TG.	Breadth	Depth	Presentation	Understanding
A/A*		ALL	**LINK / FORMULATE** Create, Generate, Hypothesis, Reflect, Theorise, Consider	Quad Core	Quad Core
B/C		MOST	**EXPLAIN / ANALYSE** Apply, Argue, Compare, Contrast, Criticise, Relate, Justify	Dual Core	Dual Core
D/E		SOME	**DESCRIBE / IDENTIFY** Name, Follow Simple Procedure, Combine, List, Outline	Single Core	Single Core
U		FEW	Very little depth of understanding shown		

YOUR BEST FIT CURRENT WORKING GRADE IS:

How To Improve:

My Response Is:

3 - Programming paradigms (AS / A Level)

PAPER 1

SUMMARY: This structured learning record covers the following topics:

- Programming paradigms
- Procedural-oriented programming
- Object-oriented programming

Specification Points / Learning Objectives:

PGOnline text book page ref: 39-41, 347-359

AS Level	A Level	Specification point description
	4.1.2.1	Understand the characteristics of the procedural- and object-oriented programming paradigms, and have experience of programming in each.
3.1.2.1	4.1.2.2	Understand the structured approach to program design and construction.
3.1.2.1	4.1.2.2	Be able to construct and use hierarchy charts when designing programs.
3.1.2.1	4.1.2.2	Be able to explain the advantages of the structured approach.
	4.1.2.3	Be familiar with the concepts of: Class, object, instantiation, encapsulation, inheritance, aggregation, composition, polymorphism, overriding
	4.1.2.3	Know why the object-oriented paradigm is used
	4.1.2.3	Be aware of the following object-oriented design principles: Encapsulate what varies, favour composition over inheritance, program to interface, not implementation
	4.1.2.3	Be able to write object-oriented programs.
	4.1.2.3	Be able to draw and interpret class diagrams

Expectations / Learning Outcomes:

- Terms 46-60 from your **A Level Key Terminology** PowerPoint should be included and underlined.
- You must include an example of one problem broken down using a hierarchy chart.
- You must make sure to clearly explain the following Object Orientated concepts: Class, object, instantiation, encapsulation, inheritance, aggregation, composition, polymorphism, overriding
- You must draw a class diagram which shows at least two levels of inheritance.