





**National Workshop 2** 









#### **Session 3**

#### Resource Development Curriculum Planning Critical Reflection



#### **Resource Development**



#### **Resources**



https://www.compsci.ie/



https://docs.python.org/3/



https://helloworld.raspberrypi.org/

https://isaaccomputerscience.org/

711H

#### **Computer Science Field** Guide

An online interactive resource for high school students learning about computer science.

https://csfieldguide.org.nz/en/



https://csunplugged.org/en/



#### http://csinc.ie/



https://code.org









### Site updates...

# Who is it for?

#### Tagging and keywords and its importance.

Teachers' resources available for ... Python ... CT

How can I contribute?



#### Activity

- 1. Find and upload to Compsci.ie one link / resource.
- 2. Any topic.





#### **Curriculum Planning**





'Learning outcomes can best be defined as statements of what a learner knows, understands and is able to do after completion of learning.'

**CEDEFOP** (2009)



#### What will you do with LOs?



What content or resources do you need?



#### **Group Activity**



#### **Group Activity - Instructions**

## How do you intend to approach LCCS in your classroom (next 4 weeks/until mid-term/Christmas)?

Work in your group and consider – Timeframe, Subject Topics / LOs / Resources / Assessment / Build up to ALTs / ALTs / Equipment etc.

# Summarise your group's work ... chair will provide feedback



Use the spec. for this activity

#### **Mapping Activity from May**





#### **Mapping Activity from May**







### Key Message to remember:

# Explore and teach the LOs through the lens of ALTs.

# There are several ways to achieve this.









Why did you make these decisions?

Where do you want to be in January 2021 in terms of the course?

#### **Presentation**



### Dos and Don't's of Teaching Computer Science

- 1. Don't expect to be an expert
- 2. Do let your class explore
- 3. Do let your class share
- 4. Do give kids time to move
- 5. Do get creative
- 6. Don't be a bore
- 7. Do relate computer science to students' lives
- 8. Don't expect cookie-cutter results
- 9. Do set students up for success
- **10.** Do treat CS as an art

"The computer is incredibly fast, accurate, and stupid. Man is incredibly slow, inaccurate and brilliant. The marriage of the two is a force beyond calculation." Leo Cherne





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