

Homework Statement- Computer Science

KS3-KS4

Computer Science homework will be set on Teams. Homework will usually be set weekly, where appropriate, and will be due in the first lesson of the following week.

Homework tasks should usually take around 30 minutes to complete. **Computer Science homework will primarily be set and completed online**, using Microsoft Teams as the main platform for setting and submitting work. Where appropriate, students may also use approved online platforms such as Smart Revise and Seneca for retrieval and revision practice, and CSUK for programming practice. Occasionally, students may be given offline tasks such as written exam practice, knowledge organiser activities or planning tasks, where this better supports the learning. Homework tasks may include, although are not limited to:

1. Knowledge Retrieval and Exam Practice- Students may complete tasks based on previously covered topics to help them revisit and strengthen key knowledge over time. This may include key vocabulary practice, retrieval questions, multiple choice questions, short answer questions and exam style practice. These tasks support students in securing important Computer Science knowledge, including algorithms, data representation, hardware, software, networks and the impact of technology.
2. Programming and Problem Solving- Students may complete coding tasks to develop their confidence with computational thinking, algorithmic thinking and programming. These tasks may include reading code, tracing programs, correcting errors, writing small programs, designing algorithms or practising skills on an appropriate online platform. Regular programming practice helps students become more independent and fluent in solving problems using technology.
3. Digital World, Safety and Wider Technology- Students may complete short research, comprehension or application tasks linked to how Computer Science is used in the wider world. This may include areas such as cybersecurity, artificial intelligence, data, networks, digital media, online safety, privacy and the ethical impact of computing. These tasks are designed to help students make links between classroom learning and real life technology, while also encouraging curiosity, responsible technology use and independent thinking.

All homework assignments may include an extension task where appropriate. These tasks are designed to challenge students further and give them opportunities to apply their knowledge in a more independent way.

KS5

Homework will be set every day by the individual class teacher. Tasks should usually take students around one hour to complete. Homework is used to support students in developing deeper subject knowledge, programming fluency, independent research skills, computational thinking and exam technique.

Homework tasks will support the OCR A Level Computer Science curriculum, including Computer Systems, Algorithms and Programming, and the Programming Project. Tasks may therefore focus on theory knowledge, problem solving, programming practice, algorithmic thinking, wider reading, exam question practice and NEA preparation where appropriate.

Homework tasks may include, although are not limited to:

1. Pre-reading for the following lesson
2. Reading or note-making to consolidate learning from the lesson that day
3. Retrieval and revision tasks linked to Computer Systems topics, such as processors, software, data exchange, data representation, networks, databases and ethical issues
4. Programming practice and problem-solving tasks
5. Algorithm tracing, writing, comparing and evaluating
6. Exam question planning and written exam responses
7. Wider research linked to current Computer Science topics and the impact of digital technology
8. NEA related preparation, including analysis, design, development, testing and evaluation where appropriate
9. Creating active revision resources from notes and lesson content