

**Experience Computer Science & Coding Course Outline**

Class	Class Content and Lesson Objectives
1	<p><b>Introduction to the course</b> <i>Students will be able to:</i></p> <ul style="list-style-type: none"> <li>● Get to know each other and understand what to expect from the course curriculum</li> <li>● Set norms and values for the course</li> <li>● Understand their overall task for the course</li> </ul> <p><b>History of computing</b> <i>Students will be able to:</i></p> <ul style="list-style-type: none"> <li>● Outline key developments in the history of computing</li> <li>● Examine the relationships between developments in the history of computing</li> <li>● Debate which of these developments are the most important to modern day computer science</li> </ul>
2	<p><b>Introduction to Python</b> <i>Students will be able to:</i></p> <ul style="list-style-type: none"> <li>● Outline the key features of coding language Python</li> <li>● Examine examples of Python coding</li> <li>● Apply their knowledge of Python in a coding task</li> </ul>
3	<p><b>Introduction to Javascript</b> <i>Students will be able to:</i></p> <ul style="list-style-type: none"> <li>● Outline the key features of Javascript</li> <li>● Examine examples of Javascript coding</li> <li>● Apply their knowledge of Javascript in a coding task</li> </ul>
4	<p><b>Making Games</b> <i>Students will be able to:</i></p> <ul style="list-style-type: none"> <li>● Discuss how the features of Javascript and Python make them suitable for making games</li> <li>● Examine examples of game coding</li> <li>● Apply their knowledge of Javascript or Python in a game coding task</li> </ul>
5	<p><b>Introduction to HTML</b> <i>Students will be able to:</i></p> <ul style="list-style-type: none"> <li>● Outline the key features of HTML</li> <li>● Examine examples of HTML coding</li> <li>● Apply their knowledge of HTML in a coding task</li> </ul>
6	<p><b>Introduction to CSS</b> <i>Students will be able to:</i></p> <ul style="list-style-type: none"> <li>● Outline the key features of CSS</li> <li>● Examine examples of CSS coding</li> <li>● Apply their knowledge of CSS in a coding task</li> </ul>

7	<p><b>Making websites</b>  <i>Students will be able to:</i></p> <ul style="list-style-type: none"> <li>• Discuss how the features of HTML and CSS make them suitable for website design</li> <li>• Examine examples of website coding</li> <li>• Apply their knowledge of HTML or CSS in a website design task</li> </ul>
8	<p><b>The Future of Computing</b>  <i>Students will be able to:</i></p> <ul style="list-style-type: none"> <li>• Suggest key developments in the future of computing</li> <li>• Examine examples of cutting-edge research in computing</li> <li>• Debate which developments will be most influential in the future of computing</li> </ul>
X	<p><b>Class X:</b></p> <p>The final class is based on the tutor's personal expertise in the field, focusing on cutting-edge research that they're passionate about.</p>
	<p><b>Challenge:</b></p> <p>Students will take part in a fast-paced App Challenge. They will:</p> <ul style="list-style-type: none"> <li>• Collaborate with their fellow Computer Science students, as well as Business students, to come up with an idea for a mobile phone app – the Computer Science students will build a prototype, while the Business students will conduct market research and come up with a brand and business plan.</li> <li>• Pitch to an expert judging panel</li> </ul>

*Please note, this course outline may be subject to change*