





## Curriculum Overview for Computer Science Year 9

<p>Half Term 3 Boolean Logic</p> <p><b>Substantive Knowledge:</b></p> <ul style="list-style-type: none"> <li>• Understand what Boolean Logic is</li> <li>• Understand what a logic gate is</li> <li>• Understand what a truth table is</li> <li>• Understand how logic diagrams work</li> <li>• Understand how to check if two conditions are true in a program</li> </ul> <p><b>Disciplinary knowledge:</b></p> <ul style="list-style-type: none"> <li>• Be able to draw a logic diagram</li> <li>• Be able to complete a truth table</li> <li>• To be able to produce a logic diagram</li> <li>• To be able to use AND to combine two conditions</li> <li>• To be able to use OR to combine two conditions</li> </ul>		<p>Model reading Reading out loud Skim and Scan of source information Decoding terms Etymology of key terms</p>
		<p>Boolean Logic Logic gate Truth table Logic diagram AND OR NOT</p>
		<p><b>Formative assessment</b> Knowledge checks Quiz Game based assessment <b>Summative assessment</b> End of unit assessment</p>
		<p>Practice questions Revision tasks Research tasks</p>