

Unit Title: Introductory Computer Science	
Level:	Entry Three
Credit Value:	3
GLH:	30
OCNLR Unit Code:	CN0/E3/LQ/013
Ofqual Unit Reference Number:	K/616/8244

*This unit has 4 learning outcomes*

LEARNING OUTCOMES	ASSESSMENT CRITERIA
<b>The learner will:</b>	<b>The learner can:</b>
1. Understand how digital data is represented.	1.1. Identify binary and denary numbers. 1.2. Convert basic numbers from: <ul style="list-style-type: none"> <li>• Binary to Denary</li> <li>• Denary to Binary</li> </ul> 1.3. Identify how binary data can be used to display: <ul style="list-style-type: none"> <li>• Text</li> <li>• Sound</li> <li>• Pictures</li> </ul>
2. Understand basic computational logic.	2.1. Describe the purpose of logic gates. 2.2. Create a basic truth table for one of the Boolean logical expressions: <ul style="list-style-type: none"> <li>• AND</li> <li>• OR</li> <li>• NOT</li> </ul> 2.3. Use one of the following Boolean operators: <ul style="list-style-type: none"> <li>• Equal to (a=b)</li> <li>• Not equal to (a!=b)</li> <li>• Less than (a&lt;b)</li> <li>• Greater than (a&gt;b)</li> </ul>
3. Understand basic algorithms.	3.1. Define the steps of a basic algorithm (e.g. in a flowchart or list).

4. Be able to use code in a basic program.

4.1. Make an amendment to coding in a simple program to create an intended output.

## Assessment

The grid below provides suggestions for the types of assessment activities that can be used with the unit attached to provide evidence for the learner's portfolio. Please refer to the OCN London Assessment Guidance document for definitions of each activity and the expectations for assessment practice and evidence for moderation.

Case Study		Project	✓
Written question & answer/test/exam	✓	Role play/simulation	
Essay		Practical demonstration	✓
Report		Group discussion	
Oral question and answer	✓	Performance/exhibition	
Written description	✓	Production of artefact	
Reflective log/diary		Practice file	