

Unit Title: Introduction to Programming	
Level:	One
Credit Value:	3
GLH:	27
OCNLR Unit Code:	CN0/1/LQ/014
Ofqual Unit Reference Number:	K/616/8258

This unit has 6 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Be able to use variables in computer programming.	1.1. Create a simple computer program using variables in lists, tables or arrays.
2. Be able to use sequencing in computer programming.	2.1. Create a simple computer program which uses 'sequence'.
3. Be able to use repetition/iteration in computer programming.	3.1. Create a simple computer program which uses 'repetition' or 'iteration'.
4. Be able to use Boolean expressions in computer programming.	4.1. Create a simple computer program using the Boolean expressions: <ul style="list-style-type: none"> • AND • OR • NOT
5. Be able to use selection in computer programming.	5.1. Create a simple computer program which uses 'selection'.
6. Be able to plan, create and debug a simple computer program.	6.1. In response to a given brief, plan out and create a computer program which brings about the required action. 6.2. Debug the program for syntax and logical errors.

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	