UNIT2 SOFTWARE

LEARNING OUTCOMES	**TO KNOW:**	- Information codes and examples. - Compression and encryption. - How to define instruction, program and algorithm. - Operating system and application programs. - The process of programming. - Flowchart symbols. Basic algorithm structures.
	BE ABLE TO:	- Differentiate types of information, files and applications. - Classify different types of programming languages. - Understand and follow flow diagrams and instructions. - Draw flowcharts for a given process or computer program. - Communicate what they have learnt
	BE AWARE OF:	- Freeware and shareware movement. - The use and misuse of computers. - Copyright issues.
ACTIVITIES	- Concept map for reviewing - Matching word - image / definition – word / definition – image - Looking for and comparing information about music files - Basic computer program functioning - Brainstorm and classify different file and program types - Learning flowchart symbols - Glossary loop game - Note taking - Read a text about the topic - Discuss issues about copyright - Flowchart designing activities	
RESOURCES	- Visuals and handouts - Programming process diagram - Computer operation diagram - Glossary of technical words - Matching tables - Language frames, definitions and examples - Text about computer programming - The Copyright questionnaire - Self assessment grid	
LANGUAGE LEARNING	- Technical vocabulary about programming - Reading texts - Using language frames to talk and write - Using word banks and a glossary - Making questions - Answering these questions	

THINKING SKILLS	- Finding relevant information - Classifying - Sequencing - Comparing and contrasting - Representing information - Giving reasons for opinions - Explaining a point of view - Asking questions - Developing ideas - Applying imagination - Applying evaluation criteria - Predicting
ASSESSMENT	WHAT? - What they know - What they are able to do - Interest and effort in using L2 HOW? - Checking the activities (Classroom / Homework) - Monitoring communication while students collaborate in groups and respond in class - Checking students' notebooks for content and presentation - Self assessment - Multiple choice test