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| **Unit 2.4** | **2.4 Computational Logic** | | | | | |
| In this unit you will investigate water on the land. The aims are as follows:  **LG1**: Knowledge  **LG2**: Application  **LG3**: Skills | Assessment Grades |  |  | | | |
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| **Themes** | **Learning Goals/Outcomes/Content** | | |  |  |  |
| Binary  Logic gates AND, OR and NOT.  Truth tables | **LG1:** Explain why data needs to be in binary form.  **LG1:** Understand the difference between a AND, OR and NOT logic gate.  **LG3:** Be able to draw a diagram for a AND, OR and NOT logic gate.  **LG2 & LG3**: Be able to create a Truth Table for AND, OR and NOT gates. | | |  |  |  |
| Combine logic gates  Solve problems | **LG1:** Understand how to combine logic gates to solve problems.  **LG1:** Learn how to create a truth table to show all possible input and outputs for more than one logic gate.  **LG2 & LG3:** Apply knowledge and draw a truth table to show all possible input and outputs for more than one logic gate. | | |  |  |  |
| Assessment | **LG1**: Knowledge of logic gates.  **LG2**: Application of knowledge on computational thinking to solve problems.  **LG3**: Able to draw logic gate/s to solve problems. | | |  |  |  |

**Links:**

**LG1:** Algorithms are used to support 2.2 programming fundamentals, 2.3 producing robust programs and any scenario where you are required to write a list of instructions.

**LG2:** Application of your understanding of an algorithm is important so that you can write an algorithm to design a computer program.

**LG3:** Being able to write an algorithm is important to design a computer program.