



Set your learners activities on Coding or Software Use

- Or focus on themes including [Hardware](#) or [Algorithms](#)...

Set a range of activity styles:



Revision - to review and check basic learning



Test / Exams - text-based exercises with levelled mark schemes for self-assessment



Share Activities - created by your colleagues across the country

All of these are marked for you - and you can see progress reports in moments!

Top 5 Computing & ICT Activities:

- [Software +](#)
- [Staying Safe Online](#)
- [Hardware +](#)
- [Inputs and Outputs +](#)
- [How Computers Work +](#)

Programming Concepts +

A typical computer program processes input data to produce output data. A compiler translates the source code into machine code, or object code, before the program can be run. Which statement is true?

A compiler program executes one instruction at a time.

A compiler program creates an executable file.

A compiler program is used for program development.

In contrast to a compiler, an interpreter translates one line of the source code at a time. Which statement is true?

An interpreter runs quickly.

An interpreter returns the first error it finds, and then stops.

An interpreter creates an executable file.

Question Level Analysis will show you where learning gaps are:

Student Name	Screens										Completion Date	Activity Score
	Screen 1 (60%)	Screen 2 (100%)	Screen 3 (85%)	Screen 4 (85%)	Screen 5 (85%)	Screen 6 (85%)	Screen 7 (70%)	Screen 8 (85%)	Screen 9 (85%)	Screen 10 (85%)		
Elle O'Grady	100	100	100	100	100	100	100	100	100	100	27/27	100
Josh Essam	100	100	100	0	0	100	100	0	100	100	27/27	90
Lukas Sallis	100	100	75	0	0	100	83	50	100	100	27/27	87
Alexandre Lovat	100	100	100	100	100	100	100	100	100	0	27/27	90
Nicholas Bruce	100	100	100	100	100	100	100	100	100	100	27/27	100
Yazmin Syrett	100	100	75	100	100	100	100	100	100	100	27/27	97
William Armstrong	100	100	0	100	33	40	100	100	100	0	27/27	87
Scott Murphy	100	100	50	0	100	33	20	100	100	0	27/27	87
Stewart Freestone-Burke	100	100	100	100	100	87	50	100	100	100	27/27	87
Dominika Hibbs	50	100	25	100	100	100	100	100	100	100	27/27	73



Personalise your own assessments

- Use your own *source material* as a basis for questions... pictures of devices or code
- Turn your old worksheets into interactive, *self-marking* activities
- Link to *YouTube* videos or websites (e.g. demonstrations)
- *Edit existing activities* to make them just right for your learners

Create your own **Intervention Groups** - to set and monitor catch-up work for targeted learners.

Watch brief [CPD Videos](#) - or [book us in](#) to your **department meeting** for training or a Q&A.

Download a full [list of \(over 1100\) Computing activities](#) available for you on SAM Learning.