

Sample material: Client-server and peer-to-peer networks

All the files needed for this unit are in this folder. The first document you should look at is

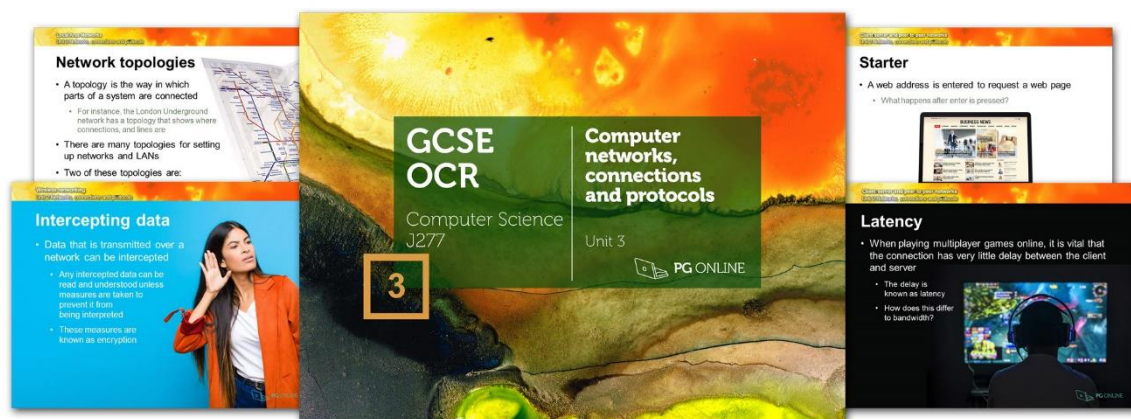
Unit 3 Teaching Guide with Answers.docx

Introduction to Teacher's Guide, including

- Summary of the unit
- Learning outcomes

Lesson 4: Client-server and peer-to-peer networks, including

- Learning objectives for this lesson
- Detailed lesson plan
- Set of PowerPoint slides
- Worksheet 4
- Worksheet 4 (Answers)
- Homework 4
- Homework 4 (Answers)



If you have any difficulty opening any of the files, which were all created in Office 365, or experience any other problems, please email support@pgonline.co.uk.

This is the third in a series of eight units for OCR GCSE Computer Science J277. Unit 5 Impacts of digital technology is free. We hope you will find it useful. There is also a series of 22 supporting or preparatory KS3 units for pupils in younger years, and an A Level series for the H446 specification.

We would greatly appreciate your feedback once you have had a chance to use the material. Please send an email to support@pgonline.co.uk.

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