

## Sample material: Fundamentals of data representation

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

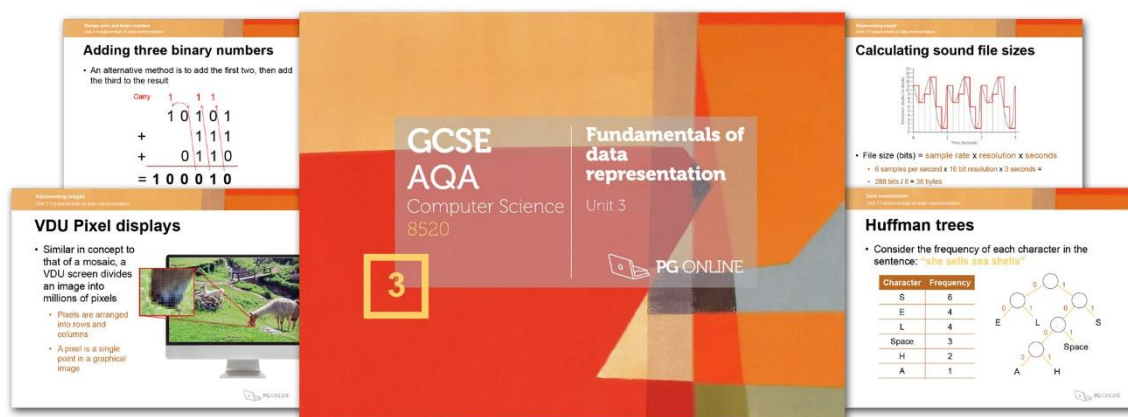
### **Fundamentals of data representation Teaching Guide.docx**

Introduction to Teacher's Guide, including

- Summary of the unit
- Learning outcomes

Lesson 4: Images, including

- Learning objectives for this lesson
- Detailed lesson plan
- Set of PowerPoint slides
- Worksheet 4: Images (with answers)
- Homework 4: Images (with answers)



If you have any difficulty opening any of the files, which were all created in Office 2016, or experience any other problems, please email [support@pgonline.co.uk](mailto:support@pgonline.co.uk).

This is the third in a series of eight units for AQA GCSE Computer Science. Unit 7 Impacts of digital technology is free. We hope you will find it useful. There is also a series of 20 supporting or preparatory KS3 units for pupils in younger years, and an A Level series for the 7516 / 7517 specification.

A **specification map** outlining the entire series and accompanying textbook is available here: [http://www.pgonline.co.uk/library/documents/aqa\\_gcse\\_specification\\_map.pdf](http://www.pgonline.co.uk/library/documents/aqa_gcse_specification_map.pdf)

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