Changing lives through learning

Access to Higher Education Unit

This unit forms part of an Access to HE Diploma. If delivering the graded version of this unit, please refer to the Provider Handbook for details on grading descriptors and the application of these across units within your programme.

Unit Title: Structured Programming

Graded Unit Reference Number: GA33COM08

Ungraded Unit Reference Number: UA33COM08

Module: Computing

Level: 3

Credit Value: 3

Minimum Guided Learning Hours: 30

Learning Outcome (The Learner will):	Assessment Criterion (The Learner can):
1. Understand the difference between top-down and bottom-up programming and the value of structured programming	1.1 Compare and contrast the top-down and bottom-up approaches to computer programming
	1.2 Identify the key features of structured programming and evaluate the advantages of this approach
	1.3 Define the terms procedure (function, method) and parameter and explain their relationships
2. Be able to use techniques to plan a structured program	2.1 Use structure tables, structure charts and hierarchy charts to design computer programs
	2.2 Explain the difference between local and global (public) variables and plan their use
	2.3 Design and use meaningful identifier names for variables and constants
3. Be able to solve problems using structured programs	3.1 Design programs involving at least three procedures including at least one error checking procedure

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	3.2	Identify appropriate data to test error checking procedures and modify the program as appropriate
	3.3	Use appropriate comments in a program to clarify structure and functionality

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