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Paul Neve, George Rouse, Pete Marshman, Lorne Pearcey, Gavin Craddock

Free up teaching and marking time with our new online coding skills platform, **Code-IT in Python**. Assuming no prior knowledge of Python 3, but covering all coding concepts required for GCSE, this resource will enable independent learning and allow you to keep track of each student's progress as they learn to code.

This digital resource is split into 17 standalone modules, so you can pick and choose the topics that you want to focus on as part of your own SoW. Each module consists of:

**Structured online learning content**
- Students work through learning content on-screen that introduces concepts with examples of real code, and allows them to test their understanding via quick quizzes.
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- Each solution will be auto-marked with feedback statements for students, so they can understand the areas they need to improve on and learn the principles of debugging code without the intervention of a teacher (all marks and solutions are reported back to the teacher).

**A full set of teacher resources**, particularly aimed at non-specialists, including cheat sheets and PowerPoint presentations, plus access to detailed reports on student activity. **Code-IT in Python** is a great tool for all teachers as you can ensure your students learn at their own pace, are given the right support to develop computational thinking skills and have plenty of opportunity to practise.

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How to Code in Python: GCSE, iGCSE and National 4/5

Greg Reid

Ensure every student can become fluent in Python with this highly practical guide that will help them understand the theory and logic behind coding.

Written for 14-16-year-olds by a leading Python specialist and teacher, and aligned to curriculum requirements, this essential book will provide numerous practice questions and coding problems that can be completed as homework or during class.

How to Code in Python will:

• Provide hundreds of coding examples, puzzles and problem-solving tasks to strengthen computational thinking skills required for GCSE, iGCSE and National 4/5 success
• Help students become proficient in computational thinking and problem-solving using Python
• Provide easy-to-follow explanations of concepts and terminology
• Feature plenty of opportunities for self-assessment with solutions to coding problems available online

This unique book can be broken down into three key features:

• Code theory and explanations (worked examples) in a fun and accessible way
• Computational thinking puzzles for the reader to solve; this will greatly improve students’ ability to read code and predict its effect and output when run
• Programming problems where the reader has to write a program to solve given scenarios

Greg Reid is a very experienced Computer Science teacher in Scotland, who has written How to Pass Higher Computer Science and Higher Computing Science Practice Papers for Hodder Gibson.

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OCR GCSE (9-1)

OCR GCSE (9-1) Computer Science [PRINT & DIGITAL] [ENDORSED]

George Rouse and Sean O’Byrne

Trust the leading authors for OCR GCSE Computer Science to guide your students through the OCR GCSE specification. Their expertise will help students to develop the computational thinking skills and knowledge required with increased written assessments, and with creative solutions for project work.

- Builds students’ knowledge and confidence through detailed topic coverage and explanation of key terms
- Develops computational thinking skills with practice exercises and problem-solving tasks, using OCR specific Pseudo-code where appropriate
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- Includes extension tasks to provide differentiation and further practice opportunities for top grade students
- Instils a deeper understanding and awareness of Computer Science, and its applications and implications in the wider world

George Rouse and Sean O’Byrne are highly experienced examiners and authors. Their publications include the best-selling predecessor title OCR Computing for GCSE.

Teaching & Learning Resources [DIGITAL]

George Rouse and Sean O’Byrne

Build exciting lessons to tackle the OCR specification with fantastic resources on our Dynamic Learning platform. Tasks, activities and presentations from our expert author team will help you to introduce new topics, develop computational thinking and programming skills with board-specific languages, and assess individual progress throughout the course. Key resources include:

- Ready-made toolkit to deliver the GCSE specification, including a Scheme of Work, lesson plans for each chapter, outline presentations for all topics, and animated explanations for difficult key concepts
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- Opportunities to develop independent learning skills with activity worksheets and answers, and additional programming exercises to enhance understanding of certain topics
- Interactive assessments to monitor student progress
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- Answers to questions in the Student Book

Exam Question Practice [DIGITAL]

David Horsted and Victoria Wright

Help students succeed in their final exam with this extensive bank of exam-style questions, sample answers and examiner comments.

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- Embed exam practice in revision with links to relevant textbook pages from each question
- Ensure your students know how to succeed with examiner comments and detailed, subject-specific exam and revision advice from the experts
- Personalise independent study by assigning questions with or without student-friendly mark schemes and differentiated sample answers

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Exam Question Practice Pack

David Horsted, Victoria Wright and Jason Pitt

Improve exam skills, check understanding and familiarise students with the types of questions they will face in the OCR GCSE Computer Science exams. This photocopiable pack of exam-style questions, sample answers and mark schemes can be used flexibly for mocks, classwork or homework.

- Reinforce the skills and knowledge that students need for their exams, selecting exam question worksheets to focus on tricky topics or revise more broadly across the course
- Pick and choose whether you assign the questions in test conditions or use them alongside the sample answers, encouraging students to reflect on their responses
- Help students understand what a ‘good’ answer looks like, sharing sheets of sample answers with examiner comments and mark schemes
- Mark students’ work more easily, consulting the examiner comments and mark schemes yourself or giving them to students for self/peer-marking activities

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Sean O’Byrne and George Rouse

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GCSE

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Ian Paget, Robert Wicks

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Written by leading Computer Science experts this is the only revision guide aimed specifically at helping students prepare for the WJEC or Eduqas exam - a new title in the top-selling revision guide series, loved by students and recommended by teachers.

- Let students take control of their revision - plan and focus on the areas where they need to improve their knowledge and understanding with advice and summaries from the experts
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- Improve their exam skills - a range of exam practice questions and 'test yourself questions' with answers at the back of the book

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Victoria Ellis
Produced in association with Stuck Limited

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This Dynamic Learning title provides 100 video tutorials covering topics central to the 2016 GCSE Computer Science specifications.

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Cambridge IGCSE™ and O Level Computer Science (0478/2210)

David Watson and Helen Williams

The Student’s Book has been endorsed by Cambridge Assessment International Education to support the full syllabus. The Study & Revision Guide, Workbook and Teacher’s CD-ROM have not been through the Cambridge International endorsement process.

Student’s Book ENDORSED PRINT & DIGITAL CD-ROM
Develop your students’ computational thinking and programming skills with full syllabus support, written by experienced examiners and teachers.
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- Help students learn how to use their knowledge in new scenarios by introducing them to self-learning exercises
- Provide additional support for students with free online animations

Teacher’s CD-ROM DIGITAL
Teach the syllabus confidently with a flexible scheme of work, exam-style questions including commentaries and guidance for teachers on the pre-release tasks, and answers to the questions in the Student’s Book.
Includes:
- a scheme of work
- guidance on using the pre-release tasks (part of Paper 2)
- annotated sample exam answers at three levels
- answers for the questions in the Student’s Book

Workbook
Consolidate learning and improve Students’ confidence with plenty of extra practice questions and activities alongside the Student’s Book that follow the contents and chapter order. Suitable for study in class or use at home throughout the course.

Study and Revision Guide
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- Ensure students know what they need to learn with required skills and knowledge clearly specified
- Help avoid common errors with frequent misconceptions and errors clearly highlighted
- Test knowledge with practice questions and answers at the back of the book

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AQA A-level Computer Science PRINT & DIGITAL APPROVED

Bob Reeves
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- Helps students to tackle the various demands of the course confidently, with advice and support for programming and theoretical assessments and the problem-solving or investigative project at A-level
- Develops the programming and computational skills for A-level and beyond - frequent coding and question practice will help students apply their knowledge of the principles of computer science, and design, program and evaluate problem-solving computer systems

Bob Reeves is an experienced teacher with examining experience, and well-respected author of resources for Computer Science and ICT across the curriculum.

Teaching & Learning Resources DIGITAL

Bob Reeves
Available via our Dynamic Learning platform and written by a leading Computer Science author, the Teaching & Learning Resources for AQA A-level Computer Science features:

- 50 support tasks, both written and practical, the latter supported with sample scripts
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- 23 animations that explain key concepts
- 47 interactive assessments to monitor student progression
- 49 whole class presentations with introductions to key topics
- 49 teacher notes to facilitate effective lesson preparation

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Stuart Davison, Victoria Ellis, Mark Clarkson and Sylvia Langfield

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- Ensure your students learn to improve their exam technique with expert comments and detailed advice on sample answers
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• Improve their exam skills by tackling exam-style and self-testing questions

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Stuart Davison
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| AQA AS/A-level Computer Science Workbook 1 | 9781510437012 | £5.99 |
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OCR A Level

OCR A Level Computer Science PRINT & DIGITAL ENDORSED

George Rouse, Jason Pitt, Sean O’Byrne

Develop confident students with our expert authors: their insight and guidance will ensure a thorough understanding of OCR A Level Computer Science, with challenging tasks and activities to test essential analytical and problem-solving skills.

Endorsed by OCR for use with the OCR AS and A Level Computer Science specification and written by a trusted and experienced author team.

- Helps students understand the computing skills required by the course units with detailed topic coverage, key point explanations, illustrative case studies and regular questions to measure understanding
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- Develops skills demanded by the examined units, with exercises to help students understand the assessment objectives and advice and examples to support them through the practical element of the course

George Rouse, Sean O’Byrne and Jason Pitt are experienced senior examiners and teachers who have written extensively on Computer Science at all levels of the secondary curriculum. Their best-selling resources include Compute-IT at Key Stage 3 and OCR Computing for GCSE.

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- 56 whole-class presentations with introductions to key topics
- 40 teacher notes to facilitate effective lesson preparation

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Victoria Ellis, Sarah Lawrey

Exam Question Practice provides an extensive bank of exam-style questions for students and teachers to prepare themselves for the new exam requirements.

- Four papers’ worth of exam-style questions including short answer, extended answer, and questions based on a new skeleton program (available in each of the programming languages)
- Embed exam practice in revision with links to relevant resources from each question
- Ensure your students learn to improve their exam technique with expert comments and detailed advice on sample answers
- Personalise independent study by assigning questions for submission or self-marking, with or without student-friendly mark schemes and differentiated sample answers

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With My Revision Notes your students can:

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Sarah Lawrey

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Victoria Ellis, Gavin Craddock

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With My Revision Notes, every student can:
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Kevin Wells, Victoria Allen, Sarah McAtominney, Tony Stephens

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Kevin Wells

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