OCR A level sample resources

This is a sample of the resources we use for delivering OCR A level Computer Science lessons. They are suitable for both teacher delivery and self-study.

In this sample you will find:

A Level Key Terminology (Blank Student Version)

Students can use this to build up a glossary of the key terms throughout the course. It is not essential, but will provide them with a useful revision tool. Definitions are included in the premium resources.

SLR 1 – 3

The course is divided into a set of student learning records (SLRs) that provide a logical progression through the course based on the topic order in the specification.

Each SLR contains:

- **Class activities**
  A collection of theory activities students can complete independently. We have chosen to produce these as PowerPoint slides so students can easily show their work to their peers if you choose to do that. It also prevents wrapping issues with objects. What students need to do is explained on each slide. You can use more of less of these activities as you need. They are not dependent on each other. This allows you to build a course that suits your learners, but with all the resources you need. The outcome from these class activities provide assets students can use in their student learning record (SLR) described below.

  With Craig'n'Dave resources you do not need to teach the content of the course from the front of the class. That is why we don't include PowerPoints of the theory. Instead you set students a video to watch ahead of the lesson from our YoutUbe channel: www.youtube.com/craigndave and advise them to pause the video and make notes in an exercise book that they bring to lessons to help them complete the theory activities.

- **Student learning record (SLR) sheet and blank page**
  Provided in Word, PDF and PowerPoint format these sheets outline the topic for the students. Content in red applies to full A'level only. Typical exam questions are also presented. The blank sheet(s) are for the student to create a "topic response". They use all the assets they have from the class activities, plus any other research material to evidence their learning of the topic in any way they choose. We call this a student learning record (SLR).

- **Exam question answers**
  Answers to the exam questions from each SLR.

- **Marking checklist**
  A guide for teachers assessing the student learning record. You can assess this using the mark grid on the front of the SLR.

- **Recap lesson**
  For those teachers delivering AS in Year 12 and A level in Year 13 these activities recap an AS level topic that you can use in Year 13 before embarking on new material.

Programming

A free trial of some of the chapters of our programming resources are also available for download.

Throughout the course, students write programs in a high level programming language.
We recommend splitting many of the lessons into 50% theory and 50% practical programming time.

We use Visual Basic and Monkey-x at A level. With Craig'n'Dave resources we advise that students work at their own pace. There is no need to teach programming from the front of the class to all students at the same time. They will bring very different experiences to the classroom and grasp the concepts at very different rates. Therefore, we think an independent approach is best where you support learners individually.

Our programming resources are presented in a number of chapters and include:

- ### Learning tasks
  These require students to copy some code, understand what it is achieving and make modifications to it, experimenting with the commands. The tasks introduce key words in a logical order with each chapter building on the previous.

- ### Problems
  A set of problems requiring only the commands introduced in the learning tasks. The difficulty of these is presented with an icon: 🛠 Students will not need to complete every problem, just enough to secure knowledge of the commands.

  Problems are presented in a variety of ways including: scenarios, flowcharts, pseudocode and Parsons problems.

- ### Solutions
  A solution to the challenge. There is usually more than one way to solve a problem, but these provide a typical approach that could have been taken.

Our pedagogy

Read more about our pedagogy of teaching programming here:
http://craigndave.org/our-pedagogy/programming

More reasons to teach with Craig'n'Dave

Find out more about why we think our resources are the best available for delivering GCSE Computer Science here: http://craigndave.org/why-teach-with-craigndave-resources