

USING OUR 2D DEFOLD GAMES TUTORIALS

This is a sample of the Craig'n'Dave Defold resources for you to try. Two tutorials are included in this sample. More tutorials are available in the full version for CnD members.

The tutorials are presented as a mini-website, so you will need to be able to put these files on a shared drive for students to access and enable JavaScript. They will not work on Google classroom and other platforms.

You are not permitted to put these resources on a public website or other file sharing platform and they remain the copyright of CraignDave Ltd. You may host them internally providing they are behind a password wall.



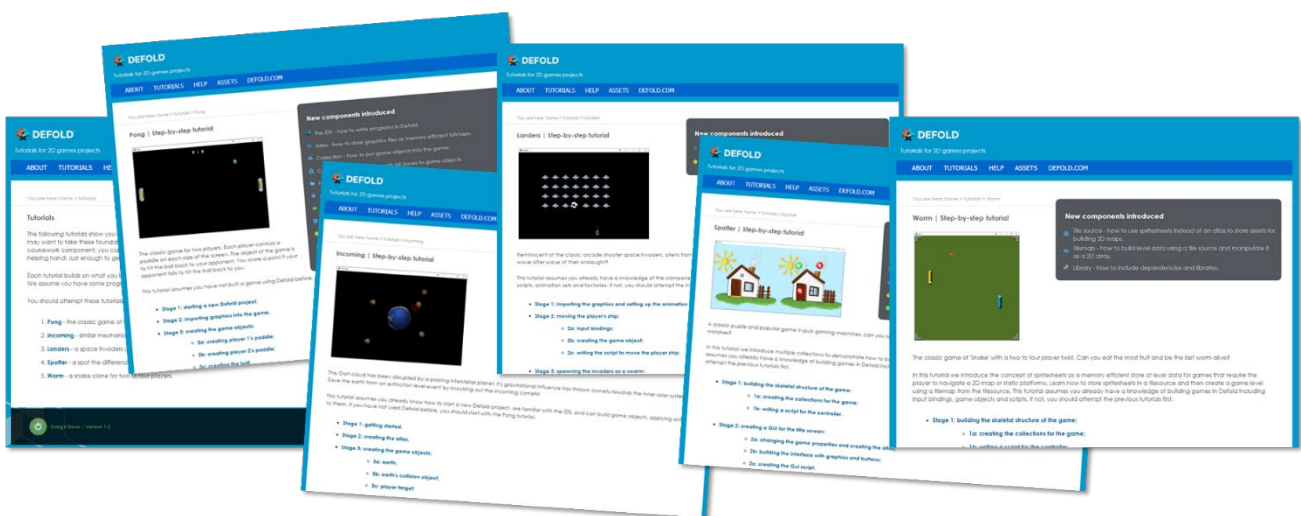
To get started open the tutorial website folder and double click 01-homepage.html

These tutorials have been used by hundreds of students to learn Defold and Lua independently from their teacher, so we know they work! If your code does not work, check back through the tutorial very carefully!

For those students studying OCR H446, we have a paperback book available from Amazon and a PDF version included with a CnD membership explaining how to document a unit 3 programming project made with Defold.

Available at
amazon

<https://www.amazon.co.uk/Documenting-Programming-Projects-Computer-Science/dp/B08B3335D3>



Additional resources

Don't forget a premium subscription comes with full access to **ALL UNITS / TOPICS** as well as all our additional resources, these include:

- Programming resources (Python, C#, T.I.M.E, Functional programming, Defold games development)
- Delivery guides/calendars
- Teacher marking checklist
- Key terminology databases
- AS recap lessons to use in year 13 before embarking on new material
- Student revision checklists
- "Those little extras" pack
- PDF copy of our "Essential algorithms and data structures" book from Amazon
- Cheat sheets
- Text-based adventure game (Telium)

Internal computer architecture

Network and the internet

Understand physical star topology and logical bus network topology
Differentiate between them and explain their operation

- Using the items shown here, construct a diagram that shows your understanding of a physical star topology.

Week	Lessons
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
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30	30
31	31
32	32

Computer

Computer

File server

Switch

Topic	Topic	Topic	Topic	Topic	Topic
Data type	Integer	Real/float	Boolean	Character	String
Date/time	Pointer/reference	Record	Array/list	User-defined data type	Assignment
Subroutine	Sequence	Selection	Iteration	Count-controlled loop	Condition-controlled loop

Minimum expectations and learning outcomes

- Terms 346-349 from A Level Key Terminology should be included and underlined.
- Provide an example of a simple program you have written in a functional programming language.
- Show an understanding of what a higher-order function is and show your understanding of the following higher-order functions: map, filter and reduce or fold.
- Show your understanding of the following list processing operations by providing annotated examples of some simple functional programs: return head of list, return tail of list, return length of list, construct an empty list, prepend an item to a list, append an item to a list.
- Answer the exam questions.



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Our pedagogy

Read more about our pedagogy here:



YouTube



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We have additional videos which you might find useful which explain the Flipped Classroom method of teaching on our YouTube channel:



YouTube



youtube.com/watch?v=ErJIJ5xhW-M&list=PLCiOXwirraUBEEFcJfSQgE2P-pcor9b9c

More reasons to teach with Craig 'n' Dave

Find out more about why we think our resources are the best available for delivering GCSE and A Level Computer Science here:



craigndave.org/why-teach-with-craigndave-resources

If you have issues opening any of the files or experience any other problems, or you just want to ask us a question / provide feedback feel free to email us:



✉ admin@craigndave.co.uk

