AQA GCSE sample resources

This is a sample of the resources we use for delivering AQA GCSE Computer Science lessons. They are suitable for both experienced teachers of Computer Science and non-specialists.

In this sample you will find:

GCSE 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, 6 & 8

The course is divided into a set of student learning records (SLRs) that are exactly matched to the topics from the specification.

Each SLR contains:

- Lesson plans

  These provide a structure for the lesson phases that you can display to students. Our lesson phases typically include:

  - A starter activity
  - Homework to set
  - Objectives
  - A theory activity
  - A practical activity
  - Objectives review

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 when they see the notes icon. They record this key theory in an exercise book that they bring to lessons to help them complete the theory activities.

- Workbook

  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 in the notes section of each slide. When complete, the workbook should provide students with their own revision guide.

- Workbook answers

  The answers and exemplars to the theory activities you can share with students after they have completed their work.

- Test

  To be undertaken at the end of the topic. Each test is 20 marks so you can compare results between topics easily.

- Additional resources

  Some activities require additional materials not provided in the workbook.

Programming

A free trial of some of the chapters of our programming resources to support the lesson plans is also available for download, but can be used completely independently of the other resources too.

Most practical activities require students to write programs in a high level programming language. We recommend splitting most of the lessons into 50% theory and 50% practical programming time.

We use Python at GCSE. 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 delivering theory lessons here:
http://craigndave.org/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