

they will need for the digital world each unit builds towards the creation of a final project with topics ranging from to programming simple games to creating web pages

a complete six year primary computing course that takes a real life project based approach to teaching young learners the vital computing skills they will need for the digital world each unit builds a series of skills towards the creation of a final project with topics ranging from designing your own robot to programming simple games and designing and creating web pages within each stage key concepts are covered to give learners not only the skills they need to use technology effectively but also the knowledge in how to do so creatively safely and collaboratively understand how modern technology works use a wide range of computer hardware and software for analytical and creative tasks use the internet safely respectfully and selectively write computer programs and develop computational thinking

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oxford international primary computing takes a real life project based approach to teaching young learners the vital computing skills they need for the changing digital world each unit builds a series of skills towards the creation of final project with topics ranging from programming simple computer games to creating an online yearbook

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deliver an exciting computing course for ages 11 14 providing full coverage of digital literacy computer science and information and communications technology objectives the course covers the requirements of the national curriculum for england and is mapped to the level 2 csta k 12 computer science standards and the cambridge assessment international education digital literacy framework for stages 7 9 ensure progression with a clear pathway of skill steps building on previous experience and knowledge recap and activate students prior knowledge and skills with do you remember panels demonstrate and practise new concepts and skills with learn and practice activities broaden knowledge and understanding with go further activities that apply skills and concepts in different contexts introduce more challenging skills and activities with challenge yourself tasks allow students to demonstrate their knowledge and skills creatively with engaging end of unit projects develop computational thinking with panels throughout the activities provide clear guidance on e safety with a strong focus throughout clear progression for students going on to study igcse computer science and igcse information technology available in the series stage 7 student s book 9781510481985 stage 8 student s book 9781510481992 stage 9 student s book 9781510482005

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