

	Software or hardware	Websites
8.1 – Developing for the web	<ul style="list-style-type: none"> ■ A plain text editor for writing HTML and CSS (eg Windows Notepad, or Repl.it as an online alternative) 	<ul style="list-style-type: none"> ■ www.w3schools.com/html ■ www.w3schools.com/css ■ www.w3schools.com/cssref
8.2 – Representations - from clay to silicon		<ul style="list-style-type: none"> ■ scratch.mit.edu ■ en.wikipedia.org ■ teachinglondoncomputing.org/lego-braille ■ csunplugged.org/en ■ csfieldguide.org.nz/en ■ archive.org/details/advancementofl00baco/page/256 ■ curriculum.code.org ■ www.cs4fn.org ■ apcentral.collegeboard.org/pdf/ap-computer-science-principles-course-and-exam-description.pdf?course=ap-computer-science-principles ■ denninginstitute.com/pjd/GP/GP-site/welcome.html ■ www.youtube.com/watch?v=1GSjbWt0c9M&list=PL8dPuualjXtNIUrzyH5r6jN9ullgZBpdo&index=6&t=0s ■ www.futurelearn.com/courses/how-computers-work

	Software or hardware	Websites
8.3 – Mobile app development	<ul style="list-style-type: none"> App Lab from Code.org (pupils will need accounts, which can be created by the teacher in advance) 	<ul style="list-style-type: none"> code.org/educate/applab support.code.org/hc/en-us/articles/115000488132-Creating-a-classroom-section www.youtube.com/watch?v=EhkxDlr0y2U www.youtube.com/watch?v=e1St8LB4VJA www.youtube.com/watch?v=fypSGGZZfzM
8.4 – Media - Vector graphics	<ul style="list-style-type: none"> Vector graphics editor (the resources in this unit have been written for Inkscape, which is open source and cross-platform: inkscape.org) 	<ul style="list-style-type: none"> inkscape.org
8.5 – Layers of computing systems		<ul style="list-style-type: none"> scratch.mit.edu www.computerhistory.org teachinglondoncomputing.org/resources/inspiring-unplugged-classroom-activities/the-intelligent-piece-of-paper-activity thecrashcourse.com/courses/computerscience www.youtube.com/watch?v=5ocq6_3-nEw jessecrossen.github.io/ttsim www.khanacademy.org/computing/computer-science#how-computers-work en.wikipedia.org youtu.be/DFBbSTvtpy4 youtu.be/CO67EQ0ZWgA

	Software or hardware	Websites
8.5 – Layers of computing systems (cont.)		<ul style="list-style-type: none"> ■ youtu.be/n-zeeRLBgd0 ■ teachablemachine.withgoogle.com ■ experiments.withgoogle.com/collection/ai ■ quickdraw.withgoogle.com ■ machinelearningforkids.co.uk ■ projects.raspberrypi.org ■ code.org/oceans ■ royalsociety.org
8.6 – Introduction to Python programming	<ul style="list-style-type: none"> ■ Python (we recommend the Mu IDE for desktop, or Repl.it for cloud-based) 	<ul style="list-style-type: none"> ■ repl.it ■ blog.teachcomputing.org/tag/pedagogy ■ pythontutor.com/visualize.html ■ trinket.io ■ projects.raspberrypi.org ■ docs.python.org/3
9.1 – Python programming with sequences of data	<ul style="list-style-type: none"> ■ Python (we recommend the Mu IDE for desktop, or Repl.it for cloud-based) 	<ul style="list-style-type: none"> ■ repl.it ■ blog.teachcomputing.org/tag/pedagogy ■ pythontutor.com/visualize.html ■ trinket.io