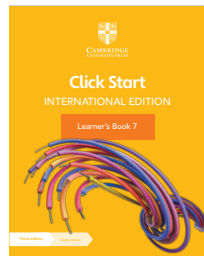
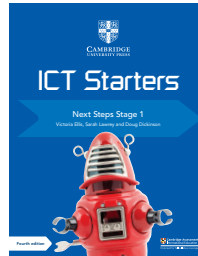


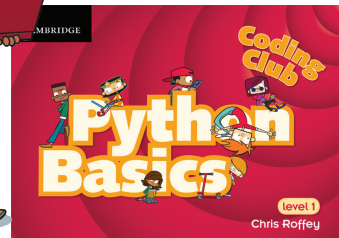
# Which computing resources are right for my students?



Click Start



ICT Starters



Coding Club

How many stages are in the series?	8	5	4
What ages is the series aimed at?	5 - 14 years	7 - 14 years	7 - 14 years
What approach does the series take?	Activity-based: learner's books are packed with write-in activities and exercises	Spiral: learners will build on recurring topics throughout	Task-based: step-by-step instructions guide learners through tasks and develop their confidence
What skills does the series cover?			
Programming	✓	✓	
ICT	✓	✓	✓
Computer science	✓		
What programmes does the series cover?			
Scratch	✓	✓	
HTML	✓	✓	
Python	✓	✓	✓
MSWLogo	✓		
QB64	✓		
Macromedia Flash	✓		
Javascript	✓		
The fun stuff	'Who am I?' biographies inspire young learners Projects give your learners a taste of real-life computing Posters to brighten up your classroom	Scenario activities to give your learners real-life computing practice Final projects bring together skills from each chapter	Projects such as creating a game or building an app Experiments that allow your learners to play with code

