



# Learning track: Teaching advanced GCSE computer science



## Who is this track for?

For teachers who are already confident in teaching the GCSE computer science specification and looking to improve student progress and attainment even further, this track will guide you through the more advanced elements of the curriculum.

Key stage 4



1 remote learning courses



3 online courses

1

### Python programming: working with data

In this course you'll learn about data types, and how data structures are manipulated in Python programs.

New courses start every week on:  
21, 28, July and 4, 10 August 2020



CP433 remote course

2

### Programming with GUIs

Discover how to build your own Graphical User Interface (GUI) with Python and guizero.

Launches 3 August:  
Course open to take at any point over the summer



C0217 online course

3

### Introduction to databases and SQL

Learn what databases are and why we use them, exploring how to use SQL to search and manipulate the data.

Launches 6 August:  
Course open to take at any point over the summer



C0225 online course

4

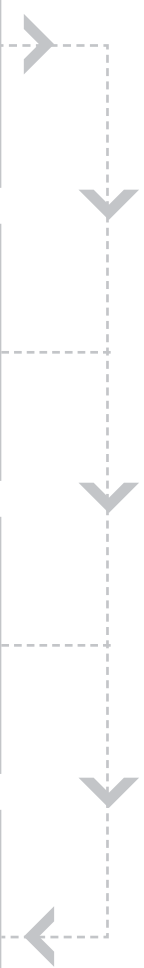
### Design and prototype embedded computer systems

Discover embedded system design and work your way through the product design lifecycle.

Launches 3 August:  
Course open to take at any point over the summer



C0218 online course



## Learning track: You might also consider



### Remote learning:

Live courses that are delivered online by our network of Computing Hubs and can be accessed from home. Remote learning offers the flexibility of short sessions designed to fit around your day.

#### Other courses to enhance this track:

[CP432](#) - The internet and cyber security

[CP420](#) - Representing algorithms using flowcharts and pseudocode

### Online courses:

On-demand courses that offer a new and exciting way to learn about computing and digital making. Take part in these free online courses and learn at your own pace, in the comfort of your own home.

#### Other courses to enhance this track:

[CO221](#) - Introduction to web development

[CO210](#) - Object oriented programming in Python: build your own adventure game

[CO220](#) - Introduction to Encryption and Cryptography

## Take the next step

To find out more about the programme, our national support network and how we can help, email the team at [info@teachcomputing.org](mailto:info@teachcomputing.org)

