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A new series of bespoke, full-coverage resources developed for the 2016 GCSE Computer Science qualifications. Written for the AQA GCSE Computer Science specification for first teaching from 2016, this print Student Book uses an exciting and engaging approach to help students build their knowledge and master underlying computing principles and concepts. Designed to develop computational thinking, programming and

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Problem-solving skills, this resource includes challenges that build on learning objectives, and real-life examples that demonstrate how computer science relates to everyday life. Remember features act as revision references for students and key mathematical skills relevant to computer science are highlighted throughout. A digital Cambridge Elevate-enhanced Edition and a free digital Teacher's Resource are also available.

The aim of this book is to provide a comprehensive and accessible text for students, covering Papers 1 and 2 in the latest OCR GCSE J277 Computer Science specification. It will be invaluable as a course text for students throughout the course. It is divided into eight sections, each broken down into manageable chapters of roughly one lesson. Sections 6 and 7 of the textbook cover algorithms and

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programming fundamentals with a theoretical approach to provide students with experience of writing, tracing and debugging pseudocode solutions without the aid of a computer. These sections would complement practical programming experience. Each of the eight sections cover one of the major topics in this course, and each subtopic contains sample examination questions from past papers, which can be set as homework.

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