



## GCSE (9-1) Computer Science

Useful links & support materials



Pearson



Pearson

# Switch to Pearson

Whether it be through an in-school visit, having a conversation with our dedicated subject team, or by receiving all of our free support materials in [one easy to access place](#), we are **100% committed to supporting you**. You can read our [free switching support guide](#) and express your interest by completing [this form](#).

We also have the [transition guide created by Chris Sharples](#), Head of Computing at Read School, who has switched to Pearson Edexcel Computer Science.

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## Useful Contact Details

Subject Advisor: Tim Brady

Email: [teachingcomputerscience@pearson.com](mailto:teachingcomputerscience@pearson.com)

[Book an appointment](#) for 1-2-1 support

Mock Service: [assessmentservices@pearson.com](mailto:assessmentservices@pearson.com)

*(Please note mock service is currently only available for Paper 1)*

Support portal, community & knowledge base for both [Teachers](#) & [Exams Officers](#)

Pearson [forum](#) for Computer Science where you can ask questions directly or collaborate with colleagues.

Social Media accounts on both [Facebook](#) & [LinkedIn](#)

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## Subject Information

Our qualification provides a practical approach to developing computational skills. This includes an innovative, practical onscreen assessment to ensure all students develop the computational skills they need for an exciting digital future beyond the classroom.

For more information, please visit the below sites:

- [Qualification webpage](#)
- [Subject guide](#)
- [Onscreen assessment \(Paper 2\)](#)
- [News & Updates](#)





To help you deliver our specification, and your students to achieve their full potential, we aim for our qualification to be supported by high-quality resources produced by a range of publishers, including [Pearson](#).

## Course Materials

Our GCSE (9–1) Computer Science 2020 qualification offers an exciting, practical focus on real-life programming, developing skills relevant to the future. Our range of course materials are listed below:

- [Specification & Sample Assessments](#)
- [Exam Materials](#)
- [Teaching & learning materials](#)

We also have our [Professional Development Academy](#) that supports UK teaching professionals in their continuous professional development and there are a range of [Computer Science courses](#) currently available.

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## Published Resources

Our Pearson resources\* include:

- an [interactive scheme of work](#)
- a [student book](#) (available as a physical book or an ActiveBook)
- a [revision guide & workbook](#)

that can be used to support the delivery of this qualification.

*\*You don't have to purchase any published resources to deliver our qualification.*

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## Case Studies

### [Read School](#)

We spoke to Chris Sharples, Head of Computing, who explains why he chose to switch to Pearson Edexcel GCSE Computer Science, make their own transition as easy and as effective as possible. Find out why he and the students are so pleased that they made the switch.

### [Churcher's College](#)

Karen McCathie, Head of Department, speaks about support for the GCSE Computer Science specification.

### [Marple Hall School](#)

Harry Wake, a student, talks about studying this specification including his thoughts on the onscreen Paper 2 assessment,





## Industry Partners

We're working with leading industry and pedagogical organisations in Computer Science that have been specifically chosen to support our qualification's practical approach.

We've [mapped the specification](#) to specific content from our industry partners, to help you explore how to get the most impact from these resources.

### [Craig 'n' Dave](#)

Craig and Dave are real teachers in real classrooms with real students! They teach in secondary schools with their own resources, which are adapted and maintained based on real experience in the classroom, past papers, discussions with the course advisors and students.

### [Paul Long](#)

As an experienced Head of Computing, principal examiner, text book author and Raspberry Pi Certified Educator, Paul Long can provide you with quality materials for the GCSE Computer Science and materials to prepare for the examination. Paul has also created hundreds of walkthrough examples, worksheets, exam-style questions and templates, extension work for high-ability learners, plus Python programs linked to examples, activities and exam-style questions. Each program demonstrates what is being taught with on-screen, step-by-step guidance as to what is happening at each stage of the program.

### [John Philip Jones](#)

Philip has been developing video tutorials on a range of Computer Science topics for many years. His videos have been very well received by teachers, lecturers, students, and pupils. He is an experienced educator having taught in Schools, Further Education and Universities. He devised an approach to course delivery through a digital teaching initiative, blending online video courses with the traditional formats of course delivery.

### [PG Online](#)

PG Online is a group of teachers and subject specialists who offer a new generation of resources for many subjects, including Computer Science. They help establish a greater consistency in the quality and delivery of teaching across a department, and provide genuine support to new and non-specialist teachers.