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Printouts of CD resources (for reference)

- Code Breakdown (10 pages)
- UML Class Diagram Complete (1 page)*
- Theory Questions: Write-on version (9 pages)
- Theory Questions: Non-write-on version (4 pages)
- Coding Tasks (15 pages)
- Additional Tasks (Extension) (1 page)
- Theory Questions: Mark Scheme (5 pages)
- Programming Tasks: Mark Scheme (32 pages)
- Electronic Answer Document (3 pages)

^{*} Note there are also electronic copies of the UML Diagrams ('Complete' & 'Activity' versions) on the CD – which can be printed in A3, making them much more usable (especially when used as activities)

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Teacher's Introduction

This resource pack is designed to help you support your students taking the A Level Computer Science Paper 1 exam. It is based on the *Breakthrough!* preliminary material (Python³) – for examination summer 2022.

3	the content (PDF/DOCX) access contains all of the passwords	ssible via a HTML interface for the protected PDFs (also listed below)
PRINTED COPIES OF ALL THE MATERIALS IN THI	S DIGITAL RESOURCE F	PACK ARE INCLUDED FOR REFERENCE.
installation: Copy the entire Breakthrou	agh folder onto a ne	twork location that is accessible for students
and provide them with a shortcut to the inde	ex.html file. All conte e <i>Solutions</i> web page	nt can be accessed from this page. e are password-protected, so that students ca
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and provide them with a shortcut to the inde Passwords: All of the PDFs accessible via the only access them with your permission. Each	ex.html file. All conte e Solutions web page password is a four-o	nt can be accessed from this page. e are password-protected, so that students cadigit code, as follows:

The resource pack consists of the following:

1 Code Breakdown

This document gives a detailed technical overview of the skeleton program, describing in detail each class and method in turn – including their purpose/function, parameters and return values.

Note: although this section is intended to give extra support to teachers and students, it should in no way be seen as a substitute to a student exploring the code for themselves.

2 Class Diagrams

Three UML Class Diagrams help students explore the skeleton program; there is a completed version, a partially-complete version (gap-fill), as well as a mostly blank template. The completed version is password-protected and accessible via the *Solutions* web page.

3 Video

Quick video going over the *Breakthrough!* card game mechanics – intended as a visual aid to accompany the notes in the official AQA preliminary material.

4 Written Questions

Theory questions testing students' understanding of the skeleton program. These questions require access to the program, but no modifications need to be made to the program. Write-on (with answer lines) and non-write-on versions are available. Suggested answers are provided via the *Solutions* web page as a password-protected PDF.

5 Coding Tasks

Fifteen modification exercises put students' programming skills to the test. Example solutions with suggested mark schemes are provided via the *Solutions* web page as a password-protected PDF. Note that these are example solutions and you must use your discretion to award marks accordingly where there are valid alternative solutions.

An **Electronic Answer Document (EAD)** is provided should you wish students to use it for ③ and/or ④ above.

This resource is intended to supplement your teaching only. Please read full disclaimer (p. iii) before using it.