

SBC CODING

Headington Oxford



Overview

DURATION: 2 Weeks

LESSONS: 2 x 90 minutes per day; 5 days a week

LEVEL REQUIRED: Intermediate and above. No coding experience is necessary.

SUITABLE FOR: Future careers in web and programme design.

SBC Coding is a course designed for students aged between 13 and 16 years old who wish to develop their ability to code websites, databases, and games. Students will focus on building their understanding of the coding language **Python**, which is an entry-level coding. As many coding languages are similar in their logic and structure, students who learn Python will soon be able to move on to the coding languages C++ and C - the principle coding language used in the design of games. During the course, students will apply their understanding of coding to designing websites and games.

Course Objectives

- To develop understanding of the coding language Python
- To develop introduce students to the basics of C++
- To nurture key skills transferable to all learning: creativity, communication, research, teamwork, social skills and independent learning
- To improve all-round confidence in using English communicatively

Course Schedule

Week 1	Week 2
1.1 An Introduction to Python (1) 1.2 Python Coding Project Work	6.1 Introduction to C++ (1) 6.2 Game Design Project Work (1)
2.1 An Introduction to Python (2) 2.2 Python Coding Project Work	7.1 Introduction to C++ (2) 7.2 Game Design Project Work (2)
3.1 Python Use in Server Side Code 3.2 Web Design Project Work (1)	7.1 Python and Databases 7.2 Teamwork Project Challenge
4.1 Python for Web Design 4.2 Web Design Project Work (2)	9.1 Scientific and Numeric Computing 9.2 Research and presentation skills lesson
5.1 Time to Shine 5.2 Review	10.1 Time to Shine 10.2 Review

Please note the above is given as an example, and is subject to change.