



Oxford International Computing

Computing skills for the digital world



Our heart is education

As part of one of the world's greatest universities, we are committed to helping improve the lives of young people. That's why 100% of the money we make is reinvested into education and research, championing the love of learning across the world.

As a teacher, you're doing the world's most important job—feeding young minds through learning.

At Oxford, we're here to help you do it even better.



OXFORD

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Alison Page

Currently a lecturer in IT, Alison formerly worked for the leading UK agency on the promotion and integration of information and communications technology in education.

Welcome to computing

The Oxford International Computing series supports your students on a learning journey to develop their skills and understanding in computing.



What students will learn

Each level teaches students to:

- understand how modern technology works
- use a wide range of computer hardware and software for analytical and creative tasks
- use the internet safely, respectfully, and selectively
- write computer programs and develop computational thinking

Oxford International Primary Computing covers Levels 1–6 (ages 5–11) and seamlessly transitions to Oxford Lower Secondary Computing Levels 7–9 (ages 11–14).

Each level is supported by a comprehensive Teacher's Guide—these books are designed to match the course content, aid your lesson planning, and give guidance on effective assessment. They also include resources to help you run engaging projects.

Complete Student Books are available via the Classroom Presentation Tool, enabling you to deliver dynamic, engaging lessons, with captivating video and audio content.

Additional free teaching materials are available online on Oxford Owl, and online teacher support will help build your confidence, whatever your level of subject knowledge.

Oxford International Primary Computing: Levels 1–6

Student Books

Oxford International Primary Computing is a comprehensive and practical six-level course designed to teach students the vital computing skills they need for today's digital world.

With a structured progression and a project-based approach to learning, the course builds digital literacy while giving students the confidence to apply their knowledge and skills to real life situations.

- Project-based work promotes active learning, encouraging every student to participate in lessons
- Key ideas and concepts are revisited at each level, building students' knowledge and competency as the course progresses
- In-built differentiation allows you to cater to the needs of every student
- A focus on computational thinking prepares students for the demands of the rapidly evolving digital landscape
- Levels are evenly staged and progressively build on previous learning



Expand students' digital curiosity with real-life projects

Each unit introduces new concepts and is built around an activity, allowing students to achieve a tangible result from a project, such as creating an animation.

You will learn

Learning objectives are defined at the beginning of each unit, so that you can plan your lessons accordingly and match the syllabus to the relevant curriculum goals

Class activity

Incorporate creative class activities into your lesson plans

Talk about...

Invite students to discuss unit themes and explore examples from the world around them

Did you know?

Fascinating facts engage students' curiosity and spark discussion about real-life examples

Integrated differentiated assessment and progress checking in every unit

Activity

Challenge students to demonstrate what they have learned through set activities

Extra challenge

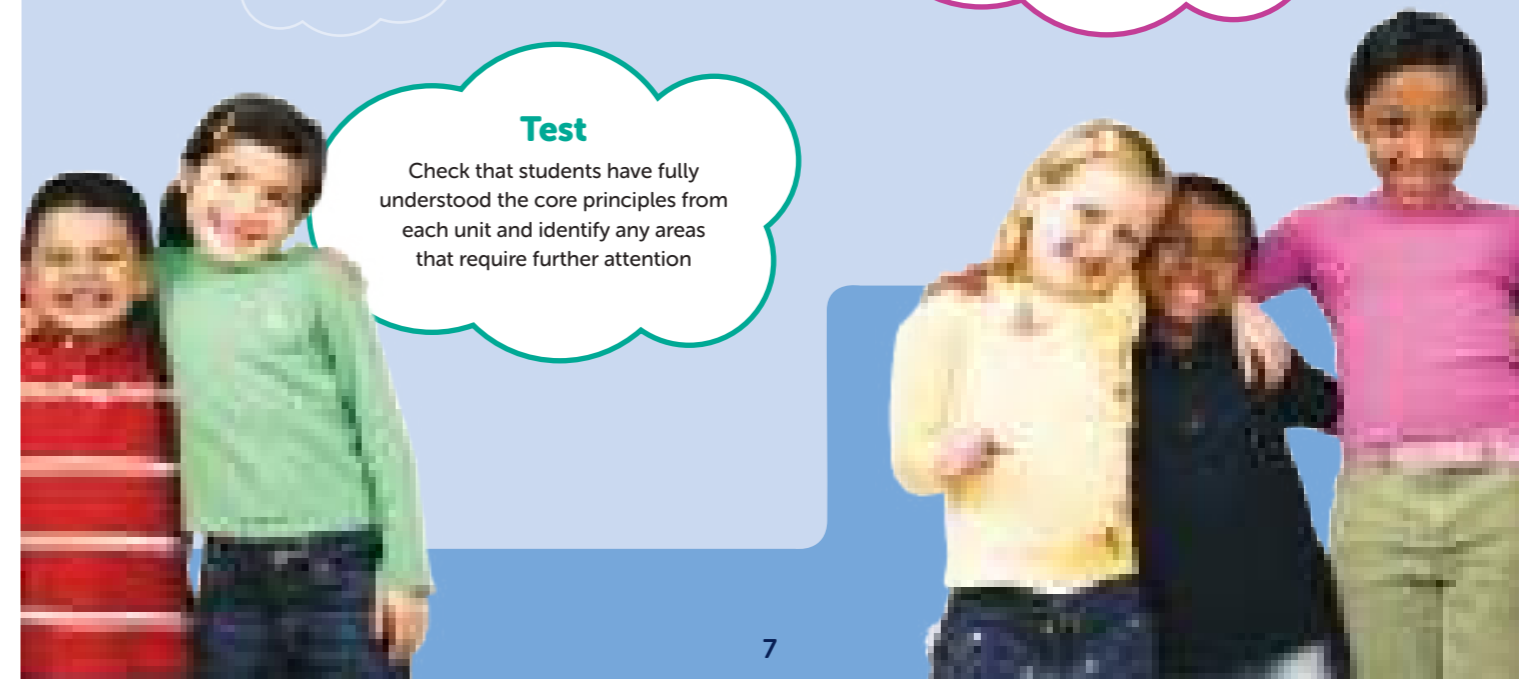
Build students' confidence and keep fast learners engaged with extra tasks

Explore more

Get students to explore computing beyond the classroom and understand technology's role in their everyday lives

Test

Check that students have fully understood the core principles from each unit and identify any areas that require further attention

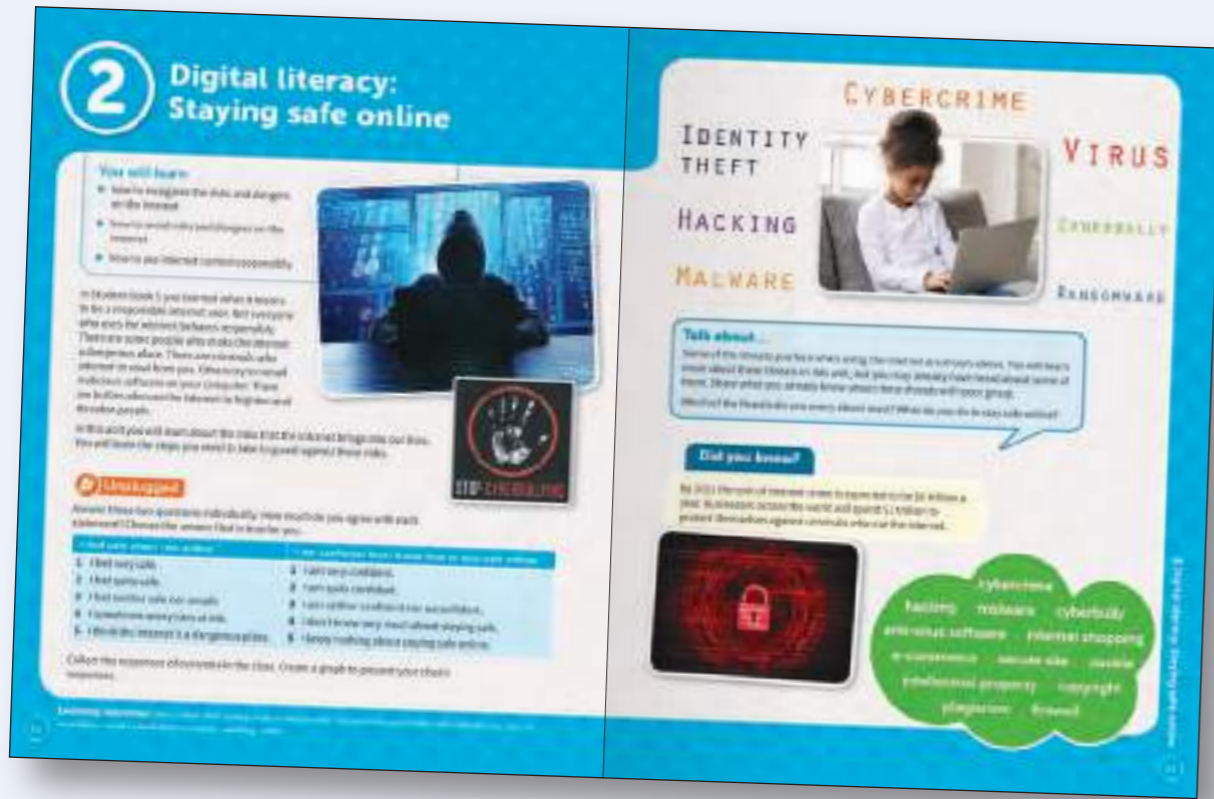


Oxford International Lower Secondary Computing: Levels 7–9

Student Books

Oxford International Lower Secondary Computing is a structured and easy-to-teach three-level course that is accessible for specialist and non-specialist teachers of computing.

Ages 11–14



Student Books 7–9 effortlessly facilitate the transition from primary to lower secondary aged students. Packed with engaging facts and structured activities, this course challenges students of all abilities to build on their knowledge from previous units and develop their computational thinking, programming skills, and digital literacy.



Spiral back
 'Spiral back' revisits themes from previous units to expand students' knowledge and improve their skill level

You have learned
 Learning outcomes are revisited at the end of every unit to highlight what students have learned

Test
 Self-assessment gives students the opportunity to monitor their own progress



Self-evaluation
 This featured gets students to recognise their achievements



Glossary

backdrop the backdrop is the picture at the back of the stage when you make a program with Scratch

block a Scratch program is made of blocks. The blocks are shapes that fit together. Each block makes the computer do one thing

browser software that helps us find and see information on the internet

canvas the area of the screen where you draw and paint when you make a picture using software

cell each box in a spreadsheet

computer a machine that can work quickly to make changes to data

content anything we see or create, for example, on the internet

costume in the Scratch program the sprite can have different looks. For example, Scratch can have his legs in two different positions. Each different look is called a costume

courteous to be polite and think about other people

data pieces of information, for example, numbers stored in a spreadsheet

double-click to click twice quickly

Glossary
Key words are clearly defined in concise, easy-to-understand language

Language is carefully selected and reviewed by language specialists to ensure suitability for EAL learners.

computer mouse
screen keyboard
laptop courteous
technology

Word clouds
Each unit introduces new terminology to expand students' vocabulary and develop fluency



Teacher's Guide

Access free supplementary digital resources and tailor your lesson plans to suit all levels of ability

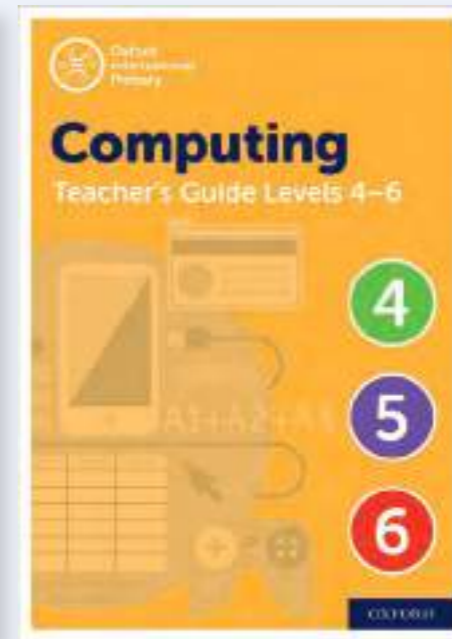
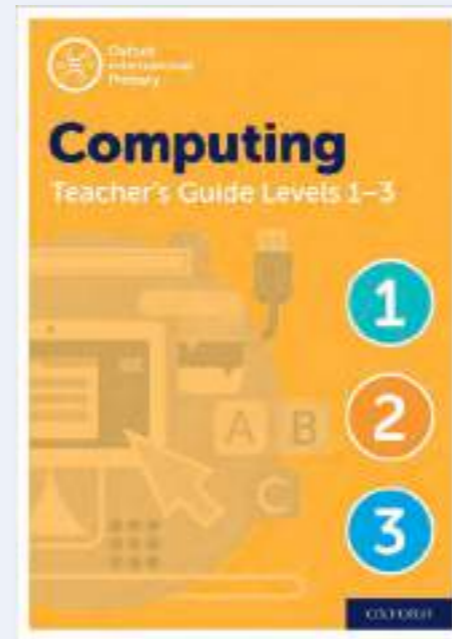
All the information you need to ensure your students can succeed

Teach computing with confidence, whatever your level of subject knowledge. Oxford International Computing Teacher's Guides have been specifically designed to give you the tools you need to grow students' digital literacy and develop their computational thinking and programming competence.



- The Teacher's Guide includes:
- Step-by-step lesson plans
 - Extra activities and links to digital content and supplementary practice materials
 - Guidance on differentiations for mixed ability classes
 - Built-in EAL support throughout
 - Deliver heads-up lessons with the Classroom Presentation Tool

Teacher's Guides seamlessly bridge the gap between primary and lower secondary computing. Each book provides expert guidance and support for delivering compelling lessons at every level.



Ongoing teacher support



Assessment

Every fully downloadable end of year assessment comes with everything you need to assess and record student progress, including:

- A marking record to track students' performance and grades
- Teacher support notes for application and use
- Mark schemes, answer keys and guidance on assessment
- End of year achievement test for each year
- Practical project papers for each year
- Answers to all questions and model output of practical tasks

Learning Outcomes

Monitor your students' progress in each area of computing. Each unit covers the following core principles:

- The nature of technology
- Digital literacy
- Computational thinking
- Programming
- Multimedia
- Numbers and data

International Professional Development

Connect with the best ideas, advice, and online training in computing

From in-school training courses, to online training videos, practical reports and bespoke consultancy, we work with our authors and leading experts to develop the most suitable professional development options for your school.



STUDENT BOOKS

TEACHER'S GUIDES

PRIMARY



Student Book 1
ISBN 9780198497790



Student Book 2
ISBN 9780198497806



Student Book 3
ISBN 9780198497813



Teacher's Guide 1-3
ISBN 9781382007450



Student Book 4
ISBN 9780198497820



Student Book 5
ISBN 9780198497837



Student Book 6
ISBN 9780198497844



Teacher Guide's 4-6
ISBN 9781382007467

LOWER SECONDARY



Student Book 7
ISBN 9780198497851



Student Book 8
ISBN 9780198497868

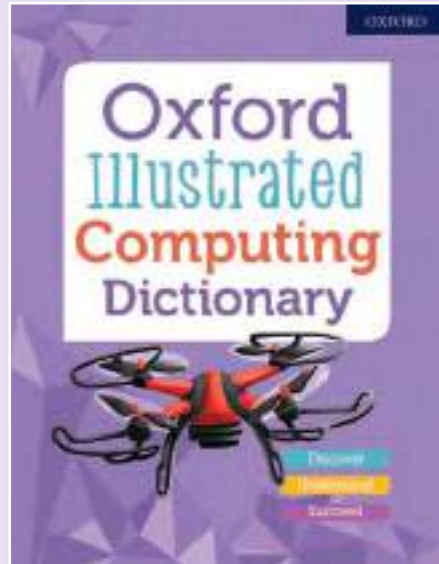


Student Book 9
ISBN 9780198497875



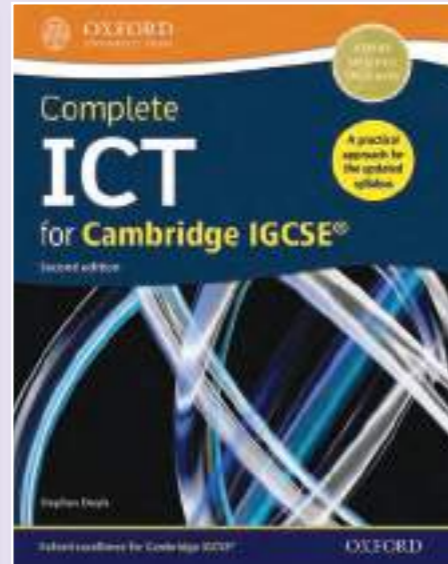
Teacher Guide's 7-9
ISBN 9781382007474

Support your students at every stage of their learning with Oxford



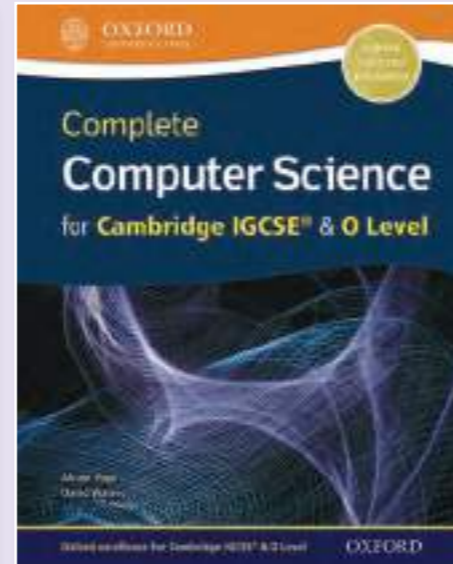
ISBN 9780192772459

Use the **Oxford Illustrated Computing Dictionary** to help students master the vocabulary they need to navigate the digital world.



ISBN 9780198399476

Prepare students for their next step in computing with **Complete ICT for Cambridge IGCSE**, a practical and visual approach to the latest Cambridge syllabus.



ISBN 9780198367215

Fully address both Cambridge IGCSE® and O Level syllabuses while building students' confidence, with **Complete Computer Science for Cambridge IGCSE® & O Level**.



Explore the full Oxford International Primary programme

Across all subjects and throughout the primary age range, the Oxford International Primary Programme is the most comprehensive offering for schools that teach in English.

Our full range of books and digital resources covers the entire curriculum—including maths, science, geography, and history—with an English pathway to suit your school's individual needs.

Whatever the challenge, or subject, we're here to provide the answers.



It all

starts

here

Your next steps

Get support from your local Educational Consultant:

www.oxfordprimary.com/contact-us

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