

Computer Science

Here is some bridging work for Year 11s considering A-level Computing next year:

The best thing to do is to work through tutorials on Python, particularly learning about how to code using objects and classes.

Examples:

https://www.tutorialspoint.com/python/python_classes_objects.htm

<https://realpython.com/python3-object-oriented-programming/>

It's also worth learning how to code games in Pygame

http://programarcadegames.com/index.php?chapter=example_code

<https://realpython.com/pygame-a-primer/>

Beyond that, I would recommend learning a new language. Javascript would be a good place to start - use tutorials on w3schools

Mr Salbstein