

SCHOOLWIDE REVISION RESOURCES COMPUTER SCIENCE

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Dear Colleague,

We subscribe to an immensely useful learning and revision resource called SAM Learning. All Teachers and Learners automatically receive a user account to access this comprehensive library of exam board-aligned COMPUTER SCIENCE resources. The service covers 17 subjects and is being used by other departments as part of their revision plans.

Teachers can assign to their class, or individual learners automatically marked activities on topics of their choice. The work appears in the learner's dashboard to be completed by the date set by the teacher.

Each activity provides comprehensive coverage of the selected topic and teachers can see progress reports and knowledge gaps in minutes.

EEF-commissioned the Fischer Family Trust to analyse 300,000 students in 250 schools over 9 years and the report, published in June 2020, showed on average, students who spent 10 or more hours on SAM Learning improved 1 GCSE grade better in 2 different subjects. This is roughly equivalent to a +0.20 P8 improvement.

Have a look – don't worry as it's already paid for! If you have any questions or issues please or feel free to [email SAM Learning](#) for an overview of the COMPUTER SCIENCE materials and so they can answer any questions that you or your colleagues may have about the service.

Details of what's included and how to access SAM Learning are on the following pages....

Enjoy!



"I know it improves grades with regular use. I have used SAM Learning for nearly 15 years."

Naomi May. Bullers Wood School for Boys, England.

KEY STAGE 3, GCSE AND iGCSE COMPUTER SCIENCE ACTIVITIES

[Login here](#)

Personalise work for your learners - and save time for your teachers
AVAILABLE TO ALL TEACHERS AND LEARNERS

About SAM Learning

We have school-wide access.

All teachers and learners have access to SAM Learning.

The service provides students with access to online interactive activities across all subjects.

The content reflects National Curriculum specifications and is aligned to exam boards.

10,000+ Resources and Activities, Learners can:

- Complete set task activities assigned by teachers
- Independently build knowledge and reinforce prior learning using activities of their choosing
- Be automatically assigned cross-curricular work as an individual, group or class using SAM Learning's adaptive A.I. technology

Automatic Marking and Reporting

SAM Learning's question level analysis identifies knowledge gaps in topics, diagnoses gaps in prior learning before starting a topic, and helps focus teaching and revision to exactly where it is needed.

And, all work is automatically marked for teachers and presented with detailed feedback in our reporting suite.

Improving Outcomes

A 9-year series of impact studies, commissioned by the EEF and completed by the Family Fischer Trust (FFT), found the **impact on student outcomes** (especially at GCSE level) when 10 task hours were completed over an academic year, was equivalent to 1 grade higher for at least 2 GCSE subjects. This is roughly equivalent to a +0.20 P8 improvement.

Market Leadership

We've chosen SAM Learning as a partner because they are highly experienced in the revision space. Reviews rank SAM Learning at the top of 20 subject and learning categories, INCLUDING COMPUTER SCIENCE, with USER RATINGS of **GREAT or EXCELLENT by over 93%** in the past 6 months on EdTech Impact, in the UK.

Cross-Curricular Samples

[Click to view](#)

Sample Activities

- Software +
- Staying Safe Online
- Hardware +
- Inputs and Outputs +
- How Computers Work +

Resource Bank

[View Activities](#)

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KS3, GCSE and iGCSE Exam Board COMPUTER SCIENCE Coverage

Eduqas	
Algorithms and Programming Constructs	19
Communication	14
Data Structures and Data Types	6
Design	2
Development	2
Hardware	23
Impacts of Digital Technology on Society	7
Logical Operations	3
Operating Systems	8
Organisation and Structure of Data	12
Principles of Programming	2
Problem Solving	2
Program Construction	7
Programming Languages	3
Security and Authentication	3
Security and Data Management	11
Testing and Evaluation	6
Grand Total	130

WJEC	
Algorithms and Programming Constructs	19
Communication	14
Data Structures and Data Types	6
Design	2
Development	2
Hardware	23
Impacts of Digital Technology on Society	7
Logical Operations	3
Organisation and Structure of Data	13
Principles of Programming	2
Problem Solving	2
Program Construction	7
Programming Languages	3
Security and Authentication	3
Security and Data Management	11
System Software	8
Testing and Evaluation	6
Grand Total	131

iGCSE Cambridge	
Algorithm Design and Problem Solving	19
Communication and Internet Technologies	26
Data Representation	9
Databases	7
Ethics	15
Hardware and Software	25
Programming	11
Security	4
Grand Total	116

iGCSE Edexcel	
Algorithms	11
Binary	4
Data Representation	2
Data Storage and Compression	1
Data Types and Structures	6
Decomposition and Abstraction	1
Develop Code	11
Emerging Trends, Issues and Impacts	14
Hardware	19
Input and Output	4
Logic	1
Machines and Computational Modelling	6
Network Security	4
Networks	9
Operators	2
Programming Languages	2
Software	4
Subprograms	1
The Internet and the World Wide Web	8
Grand Total	110

AQA	
Algorithms	11
Binary Arithmetic	1
Boolean Logic	1
Character Encoding	2
Classification of Programming Languages	2
Cyber Security Threats and Methods of Prevention	9
Data Compression	1
Data Types and Structures	3
Design	3
Ethical, Legal and Environmental Impacts	9
Hardware and Software	9
Implementation	1
Inputs, Outputs and File Handling	2
Network Security	4
Number Bases	4
Operations	3
Programming Concepts	4
Protocols	1
Representing Images and Sound	3
Software Classification	6
String Handling Operations in a Programming Language	1
Subroutines	1
Systems Architecture	18
Testing and Evaluation	6
Types of Network	12
Units of Information	6
Grand Total	123

Edexcel	
Algorithms	10
Binary	4
Data Representation	5
Data Storage and Compression	2
Data Types and Structures	4
Databases	2
Decomposition and Abstraction	1
Design	3
Develop Code	6
Emerging Trends, Issues and Impact	4
Hardware	17
Implementation	1
Inputs and Outputs	2
Logic	1
Machines and Computational Modelling	6
Network Security	4
Networks	9
Operators	3
Programming Languages	2
Software	7
Subprograms	1
Testing, Refining and Evaluation	6
The Internet and the World Wide Web	8
Grand Total	108

OCR	
Algorithms	10
Analysis	1
Computational Logic	4
Computational Thinking, Algorithms and Programming	6
Data Representation	7
Development	6
Ethical, Legal, Cultural and Environmental Concerns	9
Memory	6
Network Topologies, Protocols and Layers	6
Producing Robust Programs	5
Programming Techniques	5
Storage	6
System Security	8
System Software	2
Systems Architecture	20
Translators and Facilities of Language	1
Wired and Wireless Networks	8
Grand Total	110

Key Stage 3 Computing	
Computer Systems	18
Control & Simulation	6
Creativity & ICT	20
Database Systems	10
Digital Data/Systems	7
Digital Items	10
E-Safety/Computer Security	11
ICT and Society	5
Networks & Communication	12
Programming	15
Spreadsheet Systems	14
Grand Total	128

Activities generally take 10-15 minutes to complete or are timed activities to simulate an exam setting. Activities are automatically marked, can be assigned to your class or a group of pupils, and tightly focused on quickly assessing knowledge and gaps. Activities include:

- Revision Question Banks
- Test Questions
- Exam Papers

Account Access and Support Details

Teacher Accounts

Go to <https://platform.samlearning.com>

Enter your login details & click sign in

Any problems? You will need to contact SAM Learning directly. Go to the [Forgotten your Teacher Login page](#) and fill in the form for them to resolve it.

Teachers can identify learner user ID's by logging into their teacher account and clicking Learners off the top navigation bar. This page contains a user ID column.

[Login here](#)

Learner Accounts

Go to <https://platform.samlearning.com>

User ID - a learner's user ID is typically their school email address. Where a Learner has no school email address it will be their six-digit DOB followed by their initials. I.E. Sam Large 01.01.21, the ID would be 010101SL

Password - a learner's password is typically their school email address. Where a Learner has no school email address it will be their six-digit DOB followed by their initials. I.E. If Sam Large was born on 1st January 2001, the user ID would be 010101SL

Centre ID - the Centre ID is a unique identifier assigned to each school. The 'Can't log in?' feature is available.

Service Support

Brief CPD Videos (links enclosed) are available or feel free to [email](#) SAM Learning for an overview of the geography materials so they can answer any questions that you or your colleagues may have about the service.



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Quick Start Videos



What is Sam Learning?



Subject Intervention - Catchup



How to Set a Task



Classroom Intervention



Review Success



Class Differentiation Group



Question Level Analysis



Revision Guide for Students



Discover Content



Revision Guide for Teachers



Subject Intervention



Tutoring



Classroom Intervention CPD



Year 7 Numeracy



Middle Leader Support



Assessment for Learning



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Watch now



Proven Impact



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