Learning to program
Task 3: There are no expectations for you to have programmed before, but any experience helps. We focus on
Python 3.
There are lots of free tutorials on Python available. If you have not programmed before, do investigate these
so that it’s not so unfamiliar when you start the course.
I suggest you listen to the first hour or so of https://www.youtube.com/watch?v=rfscVS0vtbw
Don’t be put off; We’ll start from the beginning when we meet. You’ll enjoy it
We will be using Python 3, and the IDLE environment

Games Development ʹ Unit 14 (assessed by coursework)
Task 4: To get a flavour for this, then look at Construct 3 https://www.construct.net/en
Try playing some of their games; that’s what we will be doing next summer.

In case you need to know, the textbook that supports the course is:

‘BTEC National Computing Student Book - 2016 specification’ Pearson ISBN 978-1-292-16692-6

A class set will be available for you to use in the classroom and the College library have a number that you can
take out on loan. I’ll also give you access to the online version once you start at college.

Remember: These tasks will all help to prepare you for the subject and what is required from you on
the course.