

Beyond the Curriculum

Computer Science

YouTube – Look for videos about CS. Good options: @Fireship, @crashcourse, @craigndave

Look at some of the latest developments in AI, Robotics and some of the ethical or legal issues that have been thrown up by computers

TED talks about the latest developments in Computer Science – try searching for AI, Big Data, The Internet of Things and more...

Books in the LRC:

- Computer Science Distilled
- Computer Science Unleashed
- The Pattern on the Stone
- Electronic Brains
- Code
- Clean Code in Python
- The Code Book

Media – Film and Photography

YouTube - Know it all Ninja – lots of short videos about Media @Knowitallninjalearn

TED talks – search for Movies, Films or Photography and see what comes up

Watch movies from a range of genres that you wouldn't normally watch – look out for the codes and conventions and how the different genres compare

Look at Art and Photography – go to an exhibition – and consider the rules that the artist / photographer has used or broken in their composition

Follow some online tutorials about Photoshop or Capcut

Books in the LRC:

- Digital Photography
- Digital Photography Handbook
- Digital Video Editing
- 1001 Paintings You Must See
- 20th Century Art Book
- 500 Portraits

Media – Gaming

Try a more sophisticated game engine – Godot – godotengine.org – there are lots of good Godot tutorials on YouTube and elsewhere - @ClearCode

TED talks – search for gaming and pick a talk that looks interesting

Play games that you wouldn't normally play – what makes those games different? You need to be able to talk about or create games from a range of genres

Try and make a 3D game