



**PRE-ENROLMENT
LEARNING PACK**

**Macclesfield
College**

IT New Student Intake 2020

As a teccy, you should be familiar with most computing topics. There are three fundamental topics, the first is...hardware; what it is, specifications, terminology, upgrades, meeting requirements & HOW IT FITS TOGETHER!

Subscribe to Linus tech tips

<https://www.youtube.com/user/LinusTechTips>

This is an interesting and easy way of familiarising yourself with Hardware, what fits with what component, the different brands and their strengths. If you need a computer or you know someone who does, build them one, it's a great way to learn.

Want to see what a hardware pioneer looks like, or maybe you're interested in the electronic engineering side to computing? Check out Adafruit's Limor Fried on Youtube

The second is software and particularly how to create it.

You can start to learn about programming languages here and if you only try one thing before starting a computing course, make it programming.

<https://www.codecademy.com/learn> and when you're ready you can try this

<https://codecombat.com>

The languages we use for programming are C#; Java; Python; PHP & Javascript
Which you can start to learn here:

<https://www.w3schools.com/js/default.asp>

<https://www.w3schools.com/python/default.asp>

<https://www.w3schools.com/java/default.asp>

<https://www.w3schools.com/cs/default.asp>

<https://www.w3schools.com/php/default.asp>

The languages we use for web development are HTML/CSS and the bootstrap framework:

<https://www.w3schools.com/html/default.asp>

Try building a website and implementing some of the functionality on the HOWTO page:

<https://www.w3schools.com/howto/default.asp>

Thirdly...Databases drive almost all our websites, networks, software...and even the games we play. Learn about SQL (Pronounced 'Sequal'), the language of building, maintaining and programming databases here:

<https://www.w3schools.com/sql/default.asp>