The EverLearner

We're not just learners, we're EverLearners!

What does The EverLearner do for my child?

The EverLearner radically improves learning. With exam-board-specific tutorials, self-marking questions and razor-sharp reporting, students can be sure that they are fully prepared for their exams and that every gap has been recognised and addressed. Teachers dramatically reduce their workload through automated marking, assignments and data reporting, freeing up time for more valuable interactions with students.

Features of The EverLearner

Tutorials

Exam-board specific tutorials teach students everything they need to succeed with no corners cut. Lessons are focussed on developing a deep understanding of specific content.

Online Note-Taking

Students bookmark high-quality, online notes against specific teaching moments, creating a robust record of what has been learned.

Practice Mode

Low-stakes quizzing in a pressure-free environment. With no time limits and lesson notes available, this is a formative space for students to learn and grow.

Test Mode

A test environment where students prove what they have learned and practised. Time-restricted, with no notes available and with high-quality feedback after every question.

Checkpoints

End-of-unit summary tests. Interleaved questions from a range of lessons taken in an exam-style format. Detailed diagnostic feedback available to both student and teacher once the last question has been submitted.

Assignments

Set personalised homework and classwork in under 30 seconds. The EverLearner provides the content, the notifications and the marking, and delivers it all into a beautiful markbook.

Progress Tracking

Razor-sharp diagnostic feedback for students, teachers, course managers and school leaders. Live scores, completion rates, homework marks, time spent studying and progress over time provided at every level.

Messenger

Teacher-student communication in and outside of the classroom. Know what students need help with before you step into your classroom.

Automated Markbook

Always up to date, your markbook reflects student performance with no input from the teacher. Teachers respond to a rich data stream without producing a single number.

theeverlearner.com

Subjects

Physical Education

Spanish

French

Chemistry

Biology

Roadmap
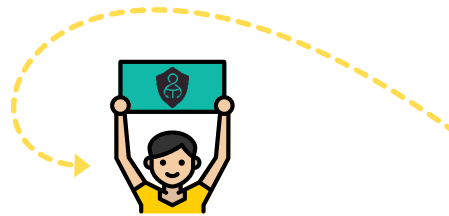
Physics

English Literature

Computer Science

History

More subjects coming all the time!

How does your child learn with The EverLearner platform?

Exam-board-specific courses.

Course broken down into **chapters**.

Chapters broken down into **topics**.

Benefits for Students
Boost grades.
Never miss homework.
Identify areas to improve.
Access teaching at any time.

Mastery practice available throughout.

Topics broken down into **lessons**.

Each lesson has a **learning video** with note-taking facilities and advanced engagement monitoring.

Low-stakes **practice mode** quizzing embeds knowledge before testing with access to videos and notes. Feedback is given after every question. Practice-mode will only end when the learner chooses.

Higher-stakes **test mode** takes place after practice with in-test feedback but no access to videos and notes.

Highest-stakes **checkpoint mode** tests understanding of a range of lessons with no access to videos or notes. Personalised feedback is given after the checkpoint.

OCR GCSE Computer Science: Paper 2 Computational Thinking, Algorithms and Programming

Computer Science | GCSE | Level 2 | 6 chapters | 60 Lessons | 7 Free lessons

Exam board-specific online course, featuring fast-paced tutorials taught by Mark, practice and test mode quizzing and checkpoint assessments preparing you for your Paper 2 examination. We recommend that you study Paper 1 Computer Systems and The Roadmap course along with this course. Click to find out more.

Algorithms

Computational thinking (0/3) | Searching algorithms (0/4) | Sorting algorithms (0/5)

Writing algorithms (0/1) | Checkpoint 1

Programming techniques

Variables and Constants (0/3) | Subroutines (0/4) | Checkpoint 2

Practice makes perfect: | Start practice | Start test

Lesson (1/4) Subroutines — Start learning

Lesson (2/4) Procedures and Functions — Start learning

Lesson (3/4) Built-in and User-defined Subroutines — Start learning

Lesson (4/4) Variable Scope — Start learning / Start practice / Test yourself

Data processing techniques (0/10) | Data Storage (0/4) | Checkpoint 3

Producing robust programs

Defensive design (0/2) | Maintainability (0/1) | Testing (0/2)

Checkpoint 4

For more information, visit ... theeverlearner.com