

A LEVEL

COMPUTER SCIENCE

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| Exam Board: OCR | Course Code: H446 |
| <p>Entry Requirements: Average of grade 5 or higher across all GCSE exams including a minimum grade of 5 for English and maths. Grade 6 in GCSE Computer Science</p> | |

Course Summary:

A Level Computer Science qualification splits learning into three sections:

- Computer Fundamentals
- Programming Techniques and Logical Methods
- Programming Project

Within the course, students study a range of theory topics. These include the principles and understanding linked to programming, hardware and software, networks, systems development life cycles and implications of computer use.

Skills:

- Think creatively, innovatively, analytically, logically and critically
- Apply skills in and an understanding of computing including programming in a range of contexts to solve problems
- Delve into producing graphical user interfaces and object-oriented programming solutions

Assessments:

- Paper 1 - Computer Fundamentals - Written exam (40%)
- Paper 2 - Programming Techniques and Logical Methods - Written exam (40%)
- Programming Project - (20%)

This course is suitable for students who...

- Are looking to develop an advanced understanding of computer science
- Are wanting to apply their coding ability to solve real-world problems
- Are looking at a computing orientated degree
- Are aiming to work in the computing industry

Future careers:

Computer games tester, E-Learning development, Forensic computer analyst, Information systems manager, IT project manager, Network manager, Software developer, System Analyst

