

Computer Science A Level

Exam Board: OCR

Entry Requirements: GCSE Grade 6 in Computer Science. GCSE Grade 6 in Maths.

Subject Content

Content Overview

Computer Systems

- The characteristics of contemporary processors, input, output and storage devices
- Software and software development
- Exchanging data
- Data types, data structures and algorithms
- Legal, moral, cultural and ethical issues

Algorithms and programming

- Elements of computational thinking
- Problem solving and programming
- Algorithms to solve problems and standard algorithms

Programming Project

Students will choose a computing problem to work through according to the guidance in the specification.

- Analysis of the problem
- Design of the solution
- Developing the solution
- Evaluation

Assessments

Paper 1:

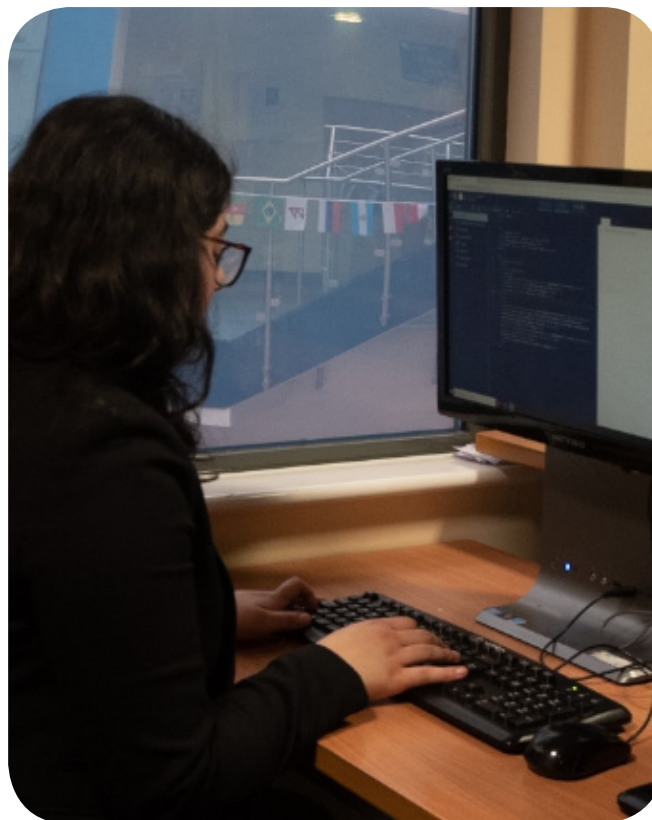
Computer Systems - written paper (40% of final grade)

Paper 2:

Algorithms and programming - written paper (40% of final grade)

Programming Project:

Non-examined assessment (20% of final grade)



Skills gained and enrichment opportunities:

The capacity to think creatively, innovatively, analytically, logically and critically. The ability to apply skills, knowledge and understanding of computing, including programming, in a range of contexts to solve problems. An understanding of the consequences of using computers, an awareness of emerging technologies and an appreciation of their potential impact on society.

Progression/career opportunities:

It is excellent preparation for students looking to take computing studies at degree level, or for anyone considering any kind of career in computing.

Further information:

Mr J Baker – Subject leader of Computer Science
Joe.Baker@Walthamstow-Academy.Org