

OVERVIEW OF COURSE

A Level Course H446

Paper 1 – Computer Systems : (40% of A Level)

140 Marks – 2 hours and 30 minutes – Written paper.

Topics

- 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.

Paper 2 – Algorithms and Programming : (40% of A Level)

140 Marks – 2 hours and 30 minutes – Written paper.

Topics

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

Paper 3 – Programming Project

70 Marks – (20% of A Level)

Topics

- Analysis of the problem.
- Design of the solution.
- Developing the solution.
- Testing the solution.
- Evaluating the solution.

Popular Subject Combinations

Combines well with Maths and Physics, as well as other Sciences & Further Maths. Sometimes combined with Art or Graphic Design with a view to a career in Computer Graphics.

Career Paths

This is a highly valued, academic A Level that rewards logical thinking and a strong independent work ethic. Most students go on to university for a degree in Computing Science or similar with a view to a career in one of the many areas of the computing industry. It is also well regarded for Engineering and Science degrees.



ENTRY REQUIREMENTS:

GCSE Grade 9-5 in Maths

GCSE Grade 9-5 in Computing