A Level Computer Science

What will the course involve?

A Level Computer Science qualification splits learning into three section: Computer Fundamentals, Programming Techniques and Logical Methods, and a Programming Project. A natural progression from GCSE (9–1) Computer Science, it provides the perfect springboard for students looking at specialising in a computing-based career.

Within the course, students study a range of theory topics, which include the principles and understanding linked to programming, topics such as hardware and software, networks, systems development life cycles and implications of computer use. It enables teachers to tailor the qualification to match the requirements of students and has an open source ethos allowing you to use any programming language that meets the needs of the course.

Ideal for students who:

- Are looking to develop an advanced understanding of computer science
- Want 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

How will I be assessed?

A Level Computer Science is assessed through two written exams (each worth 40%) and a Programming Project (worth 20%).

There is one re-sit opportunity for this subject.

What skills will I develop?

- 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-orientated programming solutions.

Where can the study of A Level Computer Science lead?

University, Employment (Information systems manager, Games developer, Cyber security consultant, Multimedia programmer), Level 4 Higher Apprenticeships

Where can I get more information?

*F*or further information about studying A Level Computing at Archbishop Blanch Sixth Form contact: Mr Love on 0151 233 7373.