
COMPUTER SCIENCE

Examination Board: **AQA**

Syllabus: **7517**

WHY STUDY COMPUTER SCIENCE?

Students will have the opportunity to:

- Develop programming skills
- Understand the fundamentals of computer organisation and architecture
- learn about the impact consequences of uses of computing
- develop the ability to use plan, create, test and evaluate a programming project for an end user

THE A LEVEL PROGRAMME OF STUDY: How you will be assessed

Unit	Unit contents	Assessment and duration
Paper 1	Programming ability theoretical knowledge of Computer Science	2 ½ hours on screen 40% of grade
Paper 2	Data representation Computer systems Computer organisations and architecture Networks Databases	2 ½ hours written 40% of grade
NEA	Will use the knowledge and skills gained through the course to solve or investigate a practical problem. Students will be expected to follow a systematic approach to problem solving	20% of grade

HIGHER EDUCATION AND CAREER OPPORTUNITIES

This specification has been designed for students who wish to go on to higher education courses or employment where knowledge of computing would be beneficial. Courses studied can be computer science, medicine, law, business, politics or any type of science.

SUBJECT SPECIFIC ENTRY REQUIREMENTS

Students should achieve a Grade 5 in GCSE computing, if studied. At least a grade 5 in GCSE mathematics is required to meet the demands of the computing algorithms studied. You must be committed to doing a lot of work in your own time to learn the skills required to be a competent programmer. Grade 4 or higher is also required in GCSE English.

FOR FURTHER INFORMATION please contact Miss B Webb bwe@sandon.essex.sch.uk