A' LEVEL COMPUTER SCIENCE

CONSTRUCTS

```
WHILE myVar <> "Dave" DO
    OUTPUT "That's not my name"
    OUTPUT "Try again"
    myVar ← INPUT
END WHILE


FOR myNum ← 0 TO 10 DO
    OUTPUT myNum * 10
END FOR
```

OCR
A LEVEL
COMPUTER SCIENCE
REMASTERED
A 1.2.4E
OBJECT-ORIENTATED LANGUAGES
PART 1

Achieving Excellence Together

A Level Computer Science Entry Requirements:
Grade 5 in English and Maths, Grade 5 Computer science at GCSE (9-1)

BIG DATA & ANALYTICS

Course Description

Computer Science is a practical subject where students can apply the academic principles learned in the classroom to real-world systems. It's an intensely creative subject that combines invention and excitement, and can look at the natural world through a digital prism

A Level Computer Science qualification splits learning into three sections: Computer Fundamentals, Programming Techniques and Logical Methods, and a Programming Project. As 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. These include the principles and understanding linked to programming, hardware and software, networks, systems development life cycles and implications of computer use.

Content of A Level in Computer Science

The content of this A Level in Computer Science is divided into three components :

Computer systems component (01) contains the majority of the content of

Course Description Continued ...

the specification and is assessed in a written paper recalling knowledge and understanding.

Algorithms and programming component (02) relates principally to problem solving skills needed by learners to apply the knowledge and understanding encountered in Component 01.

Programming project component (03 or 04) is a practical portfolio based assessment with a task that is chosen by the teacher or learner and is produced in an appropriate programming language of the learner's or teacher's choice.

Method(s) of Assessment

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

Computer systems (01) 140 marks 2 hours and 30 minutes written paper (no calculators allowed)

Algorithms and programming (02*) 140 marks 2 hours and 30 minutes written paper (no calculators allowed)

Programming project– marked locally and externally assessed by OCR subject specialist

Progression

Though, there are no prior qualification requirements for this specification but we recommend the above entry requirements .

Learners in England who are beginning an A level course are likely to have followed a Key Stage 4 programme of study. This course will enable learners to progress to higher study or to progress directly to employment.

This qualification is suitable for learners intending to pursue any career in which an understanding of technology is needed. The qualification is also suitable for any further study as part of a course of general education.

It will provide learners with a range of transferable skills which will facilitate personal growth and foster cross curriculum links in areas such as maths, science and design and technology.

Computer Science is a very creative subject and skills such as problem solving and analytical thinking will all be refined and explored as learners progress through the learning and assessment programme.

After completing this course learners can progressed to university, employment, Level 4 higher apprenticeships.

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