



A Level Computer Science

KS5 Leader: Mr B D Clark • Exam Board: OCR

Course Entry Requirements:

GCSE Grade 5 in Computer Science

Course Outline (includes content/modules to be studied):

Content Overview	Assessment Overview	
<ul style="list-style-type: none">The characteristics of contemporary processors, input, output and storage devicesSoftware and software developmentExchanging dataData types, data structures and algorithmsLegal, moral, cultural and ethical issuesElements of computational thinkingProblem solving and programmingAlgorithms to solve problems and standard algorithms	Computer Systems (01) 140 Marks 2 hours and 30 minutes Written Paper	40% of total A-Level
	Algorithms and Programming (02) 140 Marks 2 hours and 30 minutes Written Paper	40% of total A-Level
The learner will choose a computing problem to work through according to the guidance in the specification. <ul style="list-style-type: none">Analysis of the problemDesign of the solutionDeveloping the solutionEvaluation	Programming Project (03) 70 Marks Non-exam assessment	20% of total A-Level

Assessment and Learning strategies:

Computer systems component (01) contains the majority of the content of 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 1.

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. Mathematical skills are embedded throughout the content of the three components. They will be assessed in the written papers and through the non-examined assessment where appropriate