

Computer Science

A-Level - OCR

Course Leader: Mr Mander

What's it all about?

The broad aims of this program in Computer Science are to encourage students to:

- Focus on programming, building on GCSE Computer Science and emphasise the importance of computational thinking as a discipline.
- Have an expanded maths focus, much of which will be embedded within the course.
- Put computational thinking at its core, helping to develop the skills to solve problems, design systems and understand human and machine intelligence.
- Apply the academic principles learned in the classroom to real world systems in an exciting and engaging manner.
- Give a clear progression into higher education.

What are the entry requirements?

9-4 in English and mathematics. Prior study of the subject at GCSE grade 9-5 is essential, especially concerning the understanding of programming concepts and languages.

Computer Science will combine comfortably with any other option at A-level and help support improved performance in all subjects and future learning.

What will I learn on this course?

Unit Code	Title of Unit	Mode of Assessment
H446/1	Computer Systems	Exam (40%) 140 marks – 2hrs 30mins
H446/2	Algorithms and Programming	Exam (40%) 140 marks – 2hrs 30mins
H446/3	Programming Project	Coursework (20%) 70 marks

How the A level course is assessed?

For the advanced GCE **one** unit will be assessed internally, through a teacher assessed portfolio, **two** units will be assessed externally with the assessment set and marked by OCR. These **three** units are sized and weighted as seen in the above table.

Additional information

Students learn to work independently and under their own initiative: in fact, there are marks specifically awarded for initiative.

Who can I contact for further information?

See Mr Mander for more details. dmander@kingcharles1.worcs.sch.uk
Full specification available on www.ocr.org.uk