Computer Science
Linear A level

Examination Board: OCR

Who should take the course?

The course will appeal to students who have an interest in developing an understanding of, and ability to apply, the fundamental principles and concepts of computer science. This includes abstraction, decomposition, logic, algorithms and data representation.

They will enjoy this course if they would like to develop:
- an understanding of the organisation of computer systems, including software, hardware, data, communications and people.
- the ability to apply skills, knowledge and understanding of computer science, including programming, in a range of contexts to solve problems.
- skills in project and time management
- an understanding of the consequences of using computers, including social, legal, ethical and other issues.
- an awareness of emerging technologies and an appreciation of their potential impact on society.

What is the course about?

The new qualification will be focused on programming and emphasise the importance of computational thinking as a discipline.
- Learners will develop the skills to solve problems, design systems and understand the power and limits of human and machine intelligence.
- Computer science is a practical subject, where learners can apply the academic principles learned in the classroom to real world systems.

How is it assessed?

- The first year will consist of two components. Both components will be externally marked exam papers, with a weighting of 50% each.

- The second year will consist of three components. Two of which will be externally marked exam papers, with a weighting of 40% each.

- The other 20% will be a coursework project, which will retain its current qualities but will be more focused, with a greater emphasis on coding and programming with a simple assessment model and marking criteria.
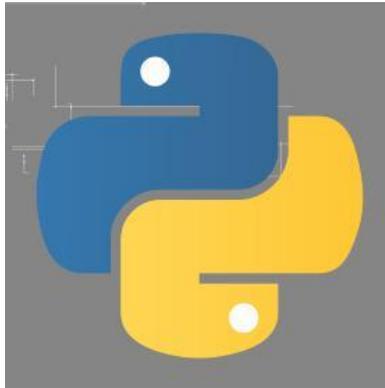
Where will it take me?

Those with knowledge and skills in computer science have the opportunity to pursue new and exciting careers in the conception of computer systems, that increasingly shape work and leisure activities. Students may choose to develop their interest further through entry to Higher Education; this is an excellent course for those wishing to pursue a degree in Computer Science, Computer Programming or Computer Games Design. Students will also have the necessary skills and knowledge to seek employment in areas that utilise computing, and continue to develop through practical experience and training.

For further information please contact

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Achievement Through Partnership
Bishop's Hatfield Girls' School, Monk's Walk School, Onslow St Audrey's School,
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