THE BICESTER SCHOOL
Aspire and Achieve

A-Level Computer Science

EXAM BOARD: OCR

What does the course cover?

During this course you will learn about:

- Characteristics of contemporary systems architecture: operating systems
- software and software development: introduction to programming
- exchanging data: databases, networks and web technologies
- data types, representation and structures: using Boolean algebra
- legal, moral, ethical and cultural issues: Computing related laws
- elements of computational thinking: understanding computational thinking
- problem solving and programming: programming techniques, software development methodologies
- Algorithms: analysis and design

What skills will the course help you develop?

Computing students will develop technical skills and knowledge. They will also develop other talents such as the ability to communicate clearly at all levels, to plan and to manage a project, decision-making and problem-solving skills will play an important role.

How is the course assessed?

The course is assessed through exams and coursework. There are two exams at the end of Year 13 (01 Computing Principles; 2hrs 30mins, 40%. 02 Algorithms and Problem Solving 2hrs 30mins, 40%). A Programming project, 20%

What are the entry requirements?

Students wishing to study Computing should have 5 GCSEs A*-C. A good GCSE in Computing/Maths is helpful.

What do students who study this course go on to do?

Studying Computing prepares students for a wide range of university degree courses in Computer Science; Mathematics; Engineering and the Sciences and a wide range of employment opportunities.

Who is the staff contact for Computer science?

Mr Singh is the lead teacher.