Examination Board & Specification: AQA Computer Science (8152)

Aims of the course are to:

Develop the students’ understanding of current and emerging technologies and how they work

Apply this knowledge and understanding in a range of contexts

Acquire and apply knowledge, technical skills and understanding of the use of algorithms in computer programs to solve problems using programming.

General Description and Course Content:

Students will use Python and Visual Basic to develop skills and good practice in programming. The emphasis will be on writing computer programs to solve problems in a structured manner. This will give students the necessary experience and skill level to complete a single, compulsory programming task known as a non– exam assessment (NEA).

Learning materials are posted on the school’s VLE and electronic textbooks are downloaded by the individual students.

Assessment:

The course will call for students to undertake two written assessments, one theoretical and one involving computational thinking. Each assessment lasts 90 minutes and counts for 40% of the marks available for the qualification. Both assessments are externally set and marked. Students have up to 20 hours to complete an NEA but this does not count towards their final qualification.

Expectations for independent study:

Students are encouraged to tackle a variety of programming tasks using Python and Visual Basic and are free to devise their own ideas and a variety of different solutions.

Is GCSE required in order to study this subject at A level?

Yes.