What will I learn?

A mixture of theory knowledge and practical skills will be taught. You will learn to program a computer

using a text-based language and to plan to solve problems.

• You will work independently to use code to develop solutions to problems

• You will have lessons which are theory based and will not be on a computer

• You will examine all aspects of computer systems and look at the wider implications of their use.

How will I be assessed?

The course is assessed using a theory exam worth 50% of the total grade and a practical programming

examination worth 50% of the overall grade. The two exams are at the end of year eleven. The practical

assessment is made up of multiple practical tasks which will require you to analyse and plan a solution for a

problem before solving it using the Python programming language.

What qualities and skills do I need for this course?

Computing is a challenging yet rewarding qualification which rewards those who are willing to dig a little

deeper in their own time. A good understanding of maths is essential as this is a key part of programming.

How is this course delivered?

Classroom based lessons using the schools ICT suites. Programming activities will be provided for you to

work on in your own time. The majority of lessons will not be using computers!

What can I do after this course?

Successful completion of the course at a level 2 would allow you to progress onto an A-level or other

relevant level 3 courses, such as BTEC. A computer science qualification is a very valuable one in a growing

technological world. From game and software designers to web design, government security to business

analysts. It is an ever-changing area of expertise and one that opens up a lot of career opportunities across

the world.

For further information please contact :

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