A Level Computer Science CO3 Coursework Deadlines 2019-2020

Top Tips

- There is not enough time to complete all coursework in lessons alone. Put as much time and effort into your coursework as possible to achieve the highest marks in order to maximise your A level grade.
- **It is essential that even for minimum marks that an iterative approach to development is evidenced.** Evidence this as you go along as you cannot add this all in at the end. Full guidance of how this can be achieved has been given in June/July through the BreakOut game development.
- The written project report is extremely important and should not be side-lined. Look at the breakdown of marks below for the non-coding sections compared with "Developing the solution".
- Ensure you use the relevant **Task and Feedback Sheet** and support documents, available on the VLE, so that you produce the required information for the project report.

Deadlines

COURSEWORK SECTION	SUBMISSION DATE	MARKS AVAILABLE
Project Proposal	By Tuesday 7th May 2019.	
Analysis of the problem	By Monday 24th June 2019.	10
Evidence of iterative development (Design of the solution and Developing the solution)	Iteration 1 – by Monday 16th September 2019. Complete evidence of all iterations – by Monday 6th January 2020.	Design - 15 Developing - 25
Evaluation	By Monday 24th February 2020.	20
	Total Marks	**70**

Submission of your work for all deadlines will be through https://turnitinuk.com

FINAL SUBMISSION OF REPORT AND SUPPORTING EVIDENCE (NO FEEDBACK GIVEN THIS IS IT!)	By Monday 30th March 2020

Mark Ridgway (mjr@hereford.ac.uk) - Head of Computer Science and IT