



Computer Science

Awarding body: Eduqas:
Advanced GCE: B500QS A500QS

Course content and examination requirements:

Computer Science is the study of computers and computational systems. It is a broad subject that is theoretical, mathematical and practical. You will learn how to apply fundamental principles of computer science, such as abstraction, decomposition, logic, algorithms and data representation.

You will learn how to analyse problems and program practical solutions. You will develop your creativity, and learn to think innovatively, logically and critically. You will learn about the relationships between different aspects of computer science, including the ethical, legal and cultural opportunities it creates, as well as the risks of digital technology

Entry Requirements:

You should have a Grade A or higher in GCSE Mathematics. Having studied Computer Science at GCSE is a distinct advantage but is not essential. You should have an interest in the use and application of computers, and particularly in computer programming.

Year 12 (AS only)	Year 13 (A2 only)
Component 1 The fundamentals of Computer Science is covered. This will include a 2 hour exam worth 70%.	Component 1 AS content + Programming & System Development. 2hr 45 min exam (40%) .
Component 2 Practical programming to solve problems. 2hr 15 min on-screen exam (30%) .	Component 2 AS content + Computer Architecture, Data, Communication and Applications. 2hr 45 min exam (40%) .
	Component 3 Project - Design, implement, test & evaluate programmed solution to a problem (20%).

Relevance to further studies and careers:

Computer Science can lead to a range of possible careers and higher education options including, but not limited to, the fields of Computing, ICT, Technology and Mathematics. The subject is becoming increasingly desired by universities and many regard it as useful in relation to most scientific courses including Psychology, Medicine, Physics, Economics, Engineering, Biology and Geology.

Possible career opportunities include Computer Programmer, Games Developer, Systems Analysis, Software Development, Network Management, Cyber Security, Education, Banking and Finance, the Entertainment Industry and both the public and private sectors.

Teaching staff / further information:

Mr M Melling