

A-level Computer Science

Below you will find some information regarding A-level Computer Science. Please note that there are some entry requirements for this course. Please speak to us if you have any queries or questions.

What is covered?

There are a total of three mandatory units as follows:

- **Computer Systems:** 40% of the A-level - two hour 30 minute exam - 140 marks.
Content covered: systems architecture, software and software development, exchanging data, data types and structures, legal, moral and ethical issues.
- **Algorithms and Programming:** 40% of the A-level - two hour 30 minute exam - 140 marks.
Content covered: elements of computation thinking, problem solving and programming, algorithms.
- **Programming project:** 20% of A-level.
Carry out a personal programming task in which you analyse a problem, design and code a solution to overcome it and then evaluate your finished program.

What does the course involve?

This course is 80% exam and 20% coursework. The first half of the course will look at programming theory and techniques as well as how computer systems work and how data is managed within them.

This course is extremely useful, especially for those who are considering roles or further education relating to ICT and Computer Science. It is important that you have a strong interest in ICT, especially hardware, coding and the theoretical aspects of the discipline.

Find out more We encourage you to contact us with any questions, or alternatively why not follow the link to access Padlet, our bespoke training resource.

[The Padlet](#)

Quick course facts

You should have a minimum of five GCSEs graded at level 4 or above, including English and a level 5 or above in Mathematics or Computer Science.

You will learn the theory and techniques used in programming.

You will have the opportunity to learn a programming language and use it to solve a set of problems.

