A Level Computer Science

Qualification	A Level AQA
Entry requirements	Grade 6 or 7 in GCSE Computer Science or Maths
Course description	Advances in computing are transforming the way we work and Computer Science specifications are changing with the times. An evolutionary approach has built on strong foundations to deliver a flexible, accessible and rigorous qualification. We deliver an up-to-date course that focuses on the knowledge, understanding and skills students need to progress to higher education or thrive in the workplace. AS subject content: 1 Fundamentals of programming 2 Fundamentals of data structures 3 Systematic approach to problem solving 4 Theory of computation 5 Fundamentals of data representation 6 Fundamentals of computer systems 7 Fundamentals of computer organisation and architecture 8 Consequences of uses of computing 9 Fundamentals of communication and networking. A2 subject content: 10 Fundamentals of programming 11 Fundamentals of data structures 12 Fundamentals of algorithms 13 Theory of computation 14 Fundamentals of data representation 15 Fundamentals of computer systems 16 Fundamentals of computer organisation and architecture 17 Consequences of uses of computing 18 Fundamentals of communication and networking 19 Fundamentals of databases 20 Big Data 21 Fundamentals of functional programming 22 Systematic approach to problem solving 23 Non-exam assessment – the computing practical project.
Assessment	Assessment is by two exams, which will include a mixture of written and PC based programming tasks.
Progression	Possible career paths include: Web designer, computer animator, software developer/programmer, business analyst, technical engineer, network manager, database administrator, IT consultant.
Related Courses	Computer Science is often taken with Mathematics, Further Mathematics and Physics.