

Computing

(AS/A Level - OCR)



Our students say...

"I love programming and am learning new skills each week. I have learnt how a computer actually works and how they communicate with each other. Computing is a challenging course and I have to use my logical skills, but it is interesting and will help me get onto my chosen career in Computing."

Year 12 student

Key Skills

There is currently a massive skills shortage in the digital arts and creative industries as students are not leaving school with the fundamental understanding of how computers work or how to program. This course will equip students with the understanding and the practical skills desired by Universities and employers to create their own program using Computational Thinking, problem solving, designing systems and understanding the power and limits of human and machine intelligence.

Careers: Programmer, special effects, games developer, image manipulation, ICT consultant, Teacher, software developer, 3D technology development, App developer, TV production, software engineer, technician, website developer, and many more.

A Level specifications are currently under government review. Even though at the time of print this information is accurate, please check our website for further updates.

Entry Requirements

Grade B in GCSE Computing, Maths and English.

Course Content — AS Level

OCR Advanced Subsidiary GCE in ICT H046

AS H046: Computing principles

The characteristics of contemporary processors, input, output and storage devices, software and software development, programming, exchanging data, data types, data structures and algorithms, legal, moral ethical and cultural issues.

Algorithms and problem solving

Elements of computational thinking, problem solving and programming, and algorithms.

Course Content — A2 Level

OCR Advanced GCE in ICT H446

A2 H446: Computer Systems

The characteristics of contemporary processors, input, output and storage devices, software and software development, programming, exchanging data, data types, data structures and algorithms, legal, moral ethical and cultural issues.

Algorithms and problem solving

Elements of computational thinking, problem solving and programming, and algorithms.

Project

Candidates will choose a computing problem, gain an understanding of definition, investigation and analysis, system design, software development and testing, documentation, evaluation and how to produce written reports covering these topics.

Method of assessment

- AS Level: 100% Examination (2 exams - 1 hour and 15 minutes)
- A2 Level: 60% Examinations, 40% Coursework. (2 exams - 2 hour and 30 minutes)