

COMPUTING

Year 13

Topics studied:

In the autumn and spring terms, students will complete Unit 3. This is the coursework element of the course in which they are required to choose a computing problem that they need to solve. Students will then produce documentation that analyses the problem and design, develop and evaluate the solution they have produced. Alongside Unit 3 and in the summer term, students will learn the additional theory aspects of the course in preparation for their examinations.

Examination Board:

Year 13 students follow the OCR A Level Computer Science specification.

Assessment Structure:

Unit 1 – Computing Principles (40% examination 2 hrs 30 mins)
Unit 2 – Algorithms & Problem Solving (40% examination 2 hrs 30 mins)
Unit 3 – Programming Project (20% coursework)

Subject specific websites to support revision and independent learning:

<http://www.teach-ict.com/>
<http://www.bbc.co.uk/education/subjects/z34k7ty>
www.advanced-ict.info/programming/tasks.html (Learn to code)
www.codecademy.com/ (Learn to code)
<http://www.yorku.ca/sychen/research/LMC/> (Little Man Computer)

Recommended subject guides:

- OCR A Level Computer Science, by George Rouse, Jason Pitt , Sean O'Byrne. ISBN-13: 9781471839764
- My Revision Notes, OCR A level Computer Science, by George Rouse, Jason Pitt , Sean O'Byrne. ISBN-13: 9781471865831

Additional Information:

Students will spend much of Year 13 completing the Unit 3 coursework, using Microsoft Visual Basic software.

Students are provided with an electronic course guide.

Students will be given access to past examination papers and mark schemes to support their revision and examination preparation.

