Sixth Form Options

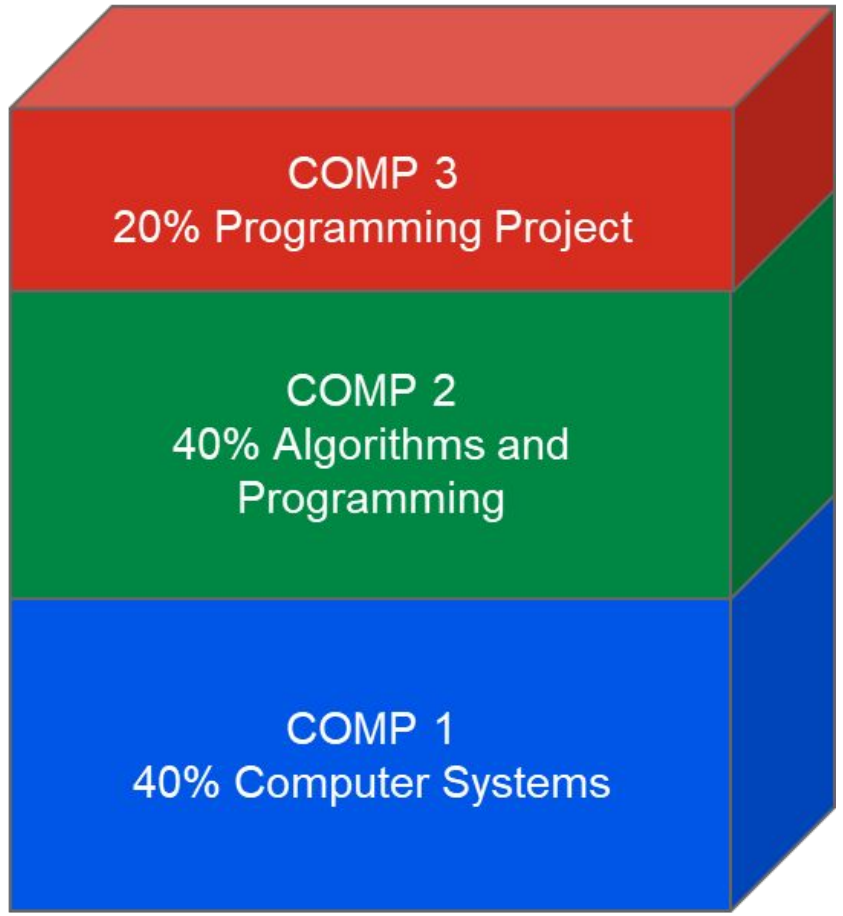
A Level
Computer Science

OCR A Level

The learner chooses a computing problem to work through. They will **analyse** problem, **design** a solution, develop the **solution** in a suitable language and then **evaluate** the effectiveness.

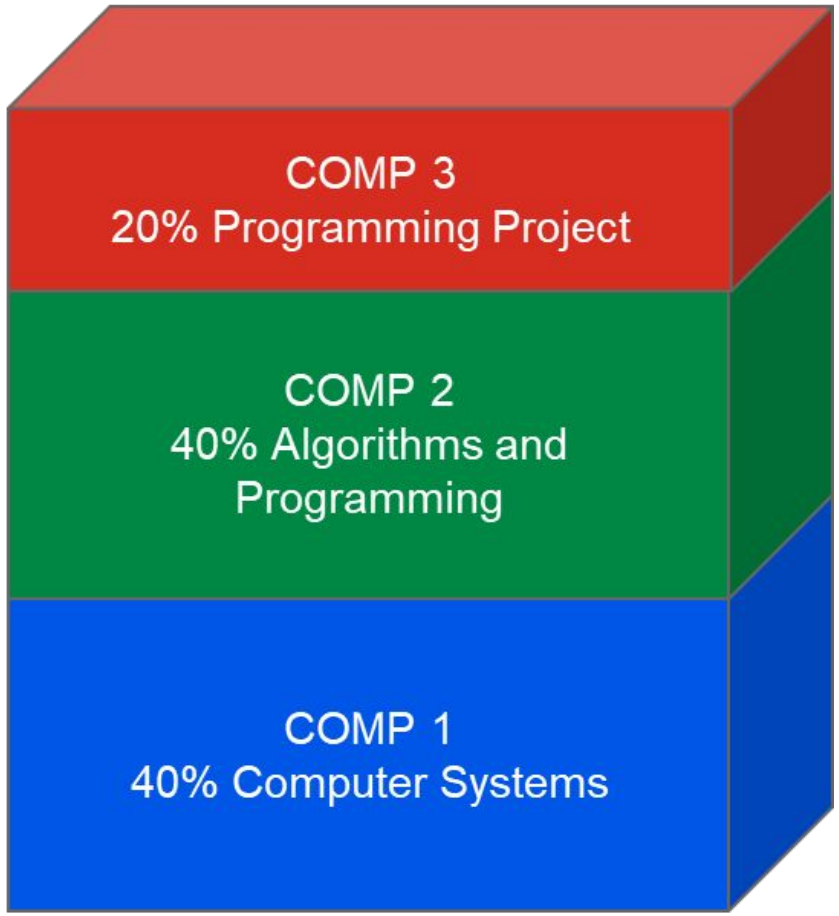
Elements of computational thinking
Problem solving and programming
Algorithms to solve problems and standard algorithms

The characteristics of contemporary processors, input, output and storage devices
Software and software development
Exchanging data
Data types, data structures and algorithms
Legal, moral, cultural and ethical issues



Units

1 - Components of a Computer
2 - Systems Software
3 - Software Development
4 - Exchanging Data
5 - Networks
6 - Data Types
7 - Data Structures
8 - Boolean Algebra
9 - Legal and Cultural Issues
10 - Computational Thinking
11 - Programming Techniques
12 - Algorithms



Coursework – commenced in Spring Term of Y12 and completed by February of Y13

2 ½ hour written exam
taken in the Summer series

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Field Trips etc …….

In the past the department has organised range of field trips to various locations and organisations. These have included:

- **Bletchley Park**
- **The National Museum of Computing**
- **New York City** – Joint Business Trip

Possible plans for future trips and fieldwork activities include:

- Visit to **TikTok** Cyber Security sector
- Visit from **Mojang** (Minecraft)

Computer Science

For more information please contact …….

Questions

- By email
  - s.darby@roundwoodpark.co.uk
- Call via school office
  Students at lunchtime our office

Next Steps

- Have a look at the topics
- Speak to our current A Level students
- Visit our website
  - https://sites.google.com/roundwoodpark.co.uk/compsci/
    You will need an RPS login to access the website