

Year 13 course – Computing

Whilst studying for the A-Level in Computing students should;

- develop an understanding of the main principles of systems analysis and design, methods of problem formulation and planning of solutions using computers, and systematic methods of implementation, testing and documentation;
- develop their capacity for critical thinking, see relationships between different aspects of the subject and perceive their field of study in a broader perspective;
- develop their project management skills and understanding of the need for team working.

In the A level there are three examined modules Module 4 is worth 15% of the total A-Level grade, Module 5 is also worth 15% and Module 4 is worth 20%, with the marks from the AS Level making up the remainder. The computing AS Level is a full UCAS points scoring course.



<p>Module 4 Processing and programming techniques</p>	<p>The contents of this module include further detail on:</p> <ul style="list-style-type: none">• Machine Level Structure• Programming Concepts• Machine operation and Assembly Language• Data Representation in Computers• Operating Systems
<p>Module 5 Advanced Systems Development</p>	<p>The contents of this module include further details on:</p> <ul style="list-style-type: none">• Applications and Effects• Files and databases• Systems Development• Hardware Devices• Networking
<p>Module 6 “The Practical Project”</p>	<p>A coursework project which enables students to demonstrate the ability of drawing together knowledge, understanding and skills from all areas of the specification. In particular the Project will test the skills of analysing, designing, implementing, testing and evaluating systems in undertaking a task, in depth, over an extended period of time.</p>