
A LEVEL COMPUTER SCIENCE

Context:

When you study Computer Science, you are learning how to program a computer and the fundamentals behind how a computer and computer networks work. The course is split into three units of study: Comp1 – Computer Systems, Comp2 – Algorithms & Programming and Comp3 – Programming Project. 60% of the course assesses your programming skills so keeping these sharp is very important.

Reading Material:

The Computer Science department subscribe to a website called 'Teach ICT'. This has a variety of reading materials for you to access.

http://teach-ict.com/2016/A_Level_Computing/OCR_H446/OCR_H446_home.html

Username: TS8 0GA

Password: python2

Additional to this CraignDave also offer a lot of helpful YouTube videos going through the A Level specification. These are well worth a watch.

<https://www.youtube.com/craigdave>

Tasks:

Complete the online tutorials on W3Schools covering Python basics. We have covered some of these skills in your GCSE CS curriculum.

<https://www.w3schools.com/python/>

Watch some of the A Level CraignDave videos and makes notes on the topics you have watched.

Research to complete

20% of your A Level involves creating a digital solution to solve a problem for a client. Now would be a good time to think about what you might want to do for your programming project. Have a look at the website below for some inspiration.

<http://thinkstudent.co.uk/a-level-computer-science-nea-project-ideas/>