



AS / A2 Computing (Level 3)

WHY TAKE THIS COURSE?

If you have an interest in computers, programming and the internal workings of a processor then consider the Computing A Level. It will help you to develop your computing skills and find out more about how computers work, what exactly goes on inside them and how the different components communicate. This course is excellent preparation for those intending to pursue Computing Studies at degree level, or for anyone considering any kind of career in computing.

WHAT WILL I STUDY?

In the AS course you will complete two units. The first unit, 'Computer Fundamentals', covers hardware and software, the format in which data is stored and transmitted and the implications of computers on society (eg, economic, legal and environmental). The second unit is 'Programming Techniques and Logical Methods' which looks at designing, structuring, writing and testing computer programs.

HOW WILL I BE ASSESSED?

Each of the two units in the AS are assessed by examination. In A2 there are two units, one also assessed by examination and the other unit is a project which is assessed through coursework.

WHAT SKILLS AND SPECIAL QUALIFICATIONS DO I NEED?

You need to be able to think and approach problems in a logical and systematic way. You also need to be methodical when testing solutions to problems. Students who also have a creative and innovative approach to developing solutions tend to produce both interesting and visually attractive end products.

You need to have a Grade C or above in GCSE Maths and a minimum average GCSE pass of Grade C.

WHAT CAN I DO NEXT?

Many Computing students go on to study Computer Science or similar subjects at University. A successful Computing student will have demonstrated a broad range of transferable skills that would be considered valuable within the workplace.

PRIESTLEY EXTRA

The Curriculum Area organises lots of extra activities for students including trips and visits to local industries and Universities. You will be able to take part in enrichment activities such as Flash Animation techniques, Google Sketchup methods and events organised by the University of Salford and Queen Mary University of London.