

## COMPUTER SCIENCE

ACCREDITING AUTHORITY | EDUQAS

### **COURSE LEVEL 3** | A Level

#### **WHAT IS COMPUTER SCIENCE?**

Candidates will learn to develop their practical programming skills and theoretical knowledge of computers and programming during this course. Topics of study include programs, data structures, algorithms, logic, programming methodologies, computer architecture, communication, data representation, organisation and structure of data, programs, algorithms and software applications.

Candidates will also have the opportunity to undertake a substantial programming project in which they will be expected to discuss, investigate, design, prototype, refine and implement, test and evaluate a computerised solution to a problem they have chosen. Candidates develop programs using Visual Basic and Access databases.

#### **COURSE FOLLOWED**

[Computer Science](#)

#### **METHOD OF ASSESSMENT**

For this qualification learners must complete 3 units over the two years:

- Component 1: Programming and System Development (40% Exam)
- Component 2: Computer Architecture, Data, Communication and Applications (40% Exam)
- Component 3: Programmed Solution to a Problem (20% Coursework)

#### **ENTRY REQUIREMENTS**

Grade 6 in GCSE Maths, 5 in GCSE English

#### **FUTURE PROSPECTS**

This course can lead to further study at university in: Computer Science, Computer Studies, Computing, Computer Engineering, Computer Game Applications Development, Artificial Intelligence, Software Engineering, Information Systems, Information Technology, Information Security, Business Information Systems and IT Management. The majority of graduates go into the computer industry, working as managers, product developers and engineers at companies such as Google, Microsoft, IBM and Apple. There is also a vibrant start-up culture emerging in the UK, and graduates often work for smaller technology companies or start their own business.

*For further information please contact Mrs G McDougall*

