

So, you've chosen to study GCE Advanced Level Computer Science?


A very wise choice! Computer Science is an ever-changing subject that will prepare for almost any field of work. The A-level will have a focus on the internal components of a computer system, starting with the very foundations of how the binary number system is used as instructions to a processor. You will also consider external factors to a computer system, such as the different types of networks used to connect computers, as well as a study on the Internet and how web-design has evolved over the years. Most importantly, you will learn how to develop systems yourself through learning a new programming language (VB.NET) and consider the similarities / differences between modern programming languages. You will then build on these programming skills in Year 13 by developing a program of your choice for coursework, along with test criteria to prove if it works.

Firstly, it is not vital if you haven't studied GCSE Computer Science before, what is important is you have good experience in problem-solving and logical puzzles. Experience in Maths is also beneficial as many topics make use of mathematical concepts such as Floating Point Notation and Boolean Algebra.


Preparation	<ul style="list-style-type: none"> ✓ Keep interested in your studies. The more you read into topics about technology, the more questions you are likely to have. This is learning, as you are developing a curiosity for how modern computing issues are solved and will investigate how it works. New technologies are being developed at a rapid pace, so feel free to read beyond the subject into topics such as Quantum Computing, Non-Standard Computation, Processors or Virtual Reality. ✓ Contemporary issues – or ‘What’s in the news?’ Keeping up with current affairs is a great way to gain depth and breadth of knowledge relevant to your studies. Clearly at the moment, the impact of the coronavirus is dominating news stories – look into this from a Computer Science viewpoint: <ul style="list-style-type: none"> ○ EpiRisk – A program which is trying to predict the spread of coronavirus by mining large amounts of data from online sources (websites, social media etc.). It also simulates how preventions can help reduce the spread – https://spectrum.ieee.org/the-human-os/biomedical/devices/predicting-the-coronavirus-next-moves ○ Machine Learning – look into the concept of “machine learning” and how computers could theoretically learn new skills – https://www.simplilearn.com/tutorials/machine-learning-tutorial/what-is-machine-learning ✓ See the short term focus below. Also, keep on top of subject specific terms you come across, keeping a self-made “glossary of terms” can be extremely helpful at this point to help you access the content easier. You will hear multiple key terms mentioned in the tutorial playlist, please keep a note of these.
Overview of course	<ul style="list-style-type: none"> ✓ Exam Board – AQA ✓ External exams – available at end of Year 12 (AS Level) or Year 13 (full A Level) ✓ Themes, Exams, Assessment details and Timelines – detailed below for Year 12 (AS work) and Year 13 (full A Level)
Short term focus: Paper 1 Programming	<p>Paper 1 focuses primarily on Problem Solving and how this is portrayed through programming languages and algorithms. To make the most of your time before starting Year 12, I would like you to start learning the VB.NET programming language (not to be confused with VB6). You can find the “Visual Studio Community” software to install from this link https://visualstudio.microsoft.com/</p> <p>Please note that it is quite a large program and will take a lot of space. If you cannot install the program, then web versions are available but they are not as flexible https://dotnetfiddle.net/</p> <p>Follow the Visual Basic tutorial videos to practice coding in VB.NET (these use an older version of Visual Studio, but can still be followed make sure you have selected the Visual Basic language before clicking “Console Application” see below)</p>

Create a new project


Recent project templates

 Python Application


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 Windows Forms App (.NET Framework)

Visual Basic

 Console App (.NET Core)

C#

Language

Platform

Project type

Filtering by: Visual Basic


Visual Basic

Windows


Visual Basic

Windows


Desktop

 Console App (.NET Framework)

A project for creating a comm

 WPF App (.NET Framework)

Windows Presentation Found

 Class Library (.NET Standard)

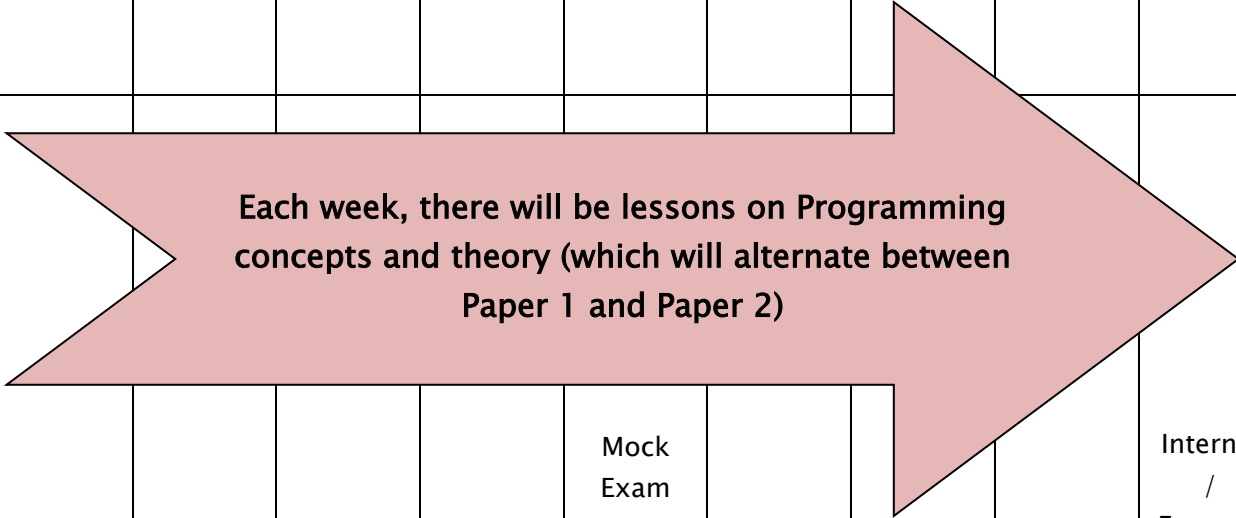
A project for creating a class library that targets .NET Standard.

Tutorial Playlist Link

<https://www.youtube.com/watch?v=1mg3NHwGkas&list=PLC601DEA22187BBF1&index=4>

Good Luck! 😊

AS Computer Science – Year 12

	September	October	November	December	January	February	March	April	May
Paper 1: Computing Principles (We study: the characteristics of contemporary processors, programming, data structures and algorithms and legal; ethical; and cultural issues) 50% 1 hour and 15 minutes, 70 marks <input type="checkbox"/> Questions mainly range from 1 – 4 marks, and often contains a longer written answer of 6 – 8 marks	Late Sep Reflection		Early Nov PP(1) Report		Mock Exam	Early Feb Full report PP(2) Early Feb INT or EXT exam?			Internal / External exam
Paper 2: Algorithms and Problem Solving (We study: Elements of computational thinking, with a heavy focus on Algorithms and Problem Solving) 50% 1 hour and 15 minutes, 70 marks <input type="checkbox"/> Questions mainly range from 1 – 4 marks, and often contains a longer written answer of 6 – 8 marks									Internal / External Exam
					Mock Exam				

Full A Level Computer Science – (builds on Year 12 work – additional non-exam project to complete) – Year 13

	September	October	November	December	January	February	March	April	May	June
<p>Paper 1: Computer systems (Assesses: all Y12 paper 1 topics, and goes into greater detail on processors, software development, and data structures) 40% of A-level 2 hours and 30 minutes, 140 marks</p> <p>❑ Questions on this paper tend to range from 1–6 marks, as well as multiple long-answer questions which range from 8 – 12 marks.</p>	<p>Programming lessons to develop problem solving skills and also introduce Y13 techniques, including Object-Oriented techniques (ranges from 1-2 lessons a week)</p>									
	<p>Theory which recaps Y12 content, but also goes further to introduce Y13 topics for Paper 1 and Paper 2(usually 2 lessons a week). Course specification</p>									
<p>Paper 2: Algorithms and programming (Assesses: Computational thinking and problem solving / algorithms in much greater detail) 40% of A-level 2 hours and 30 minutes, 140 marks</p> <p>❑ Section A: general questions on Paper 2 topics ranging from 1–6 marks and featuring multiple long-answer questions which range from 8–12 marks</p> <p>❑ Section B: a focus on a particular problem, with questions asked in the context of that problem (again 1–6 marks, with an 8–12 long-answer question).</p>	<p>Time developing chosen coursework project (usually 2 lessons a week, until March)</p>							<p>Revision for exams</p>		
<p>NEA: The Programming Project (Assesses: your programming skills when developing a much larger solution to a stakeholder’s problem) 20% of A-level</p>										