

# Computing

Computing A level aims to give you the ability to apply concepts of computer science in a number of ways, including abstraction, decomposition, logic, algorithms and data representation. You will learn how to analyse problems and break them down, and then translate the problem into a computer program; you will learn how to think creatively, innovatively, analytically, logically and critically, as well as gaining and understanding of moral, social, ethical, legal and cultural aspects of computing and the risks involved. The A level has a practical programming project which forms 20% of the overall assessment is designed to allow students to explore their core programming skills and expertise and apply them to a project of their own choice and design.

Sited with the UK's own 'Silicon Valley', we are surrounded by computing/IT companies and you will have opportunities to learn from their real-life experiences. We encourage students to take part in programming competitions, and our organised visits will show how computer programs are used in every-day life, e.g. how rides are programmed in a theme park.

## WHERE TO NEXT?

A level computing leads on to many opportunities for university study, apprenticeships or employment, in computing or ICT roles such as software developer or project manager. The problem-solving and computational thinking skills will assist you in all career paths.



A LEVEL

OCR

### Assessment

80% exams,  
20% programming  
project

Note\*: You need to have a keen interest in computing, in particular computer programming, program logic and algorithms. If you have not completed a GCSE in computing you will need to prove that you have programmed before and be able to explain simple programming syntax such as sequence, selection and iteration.