OCR
Oxford Cambridge and RSA

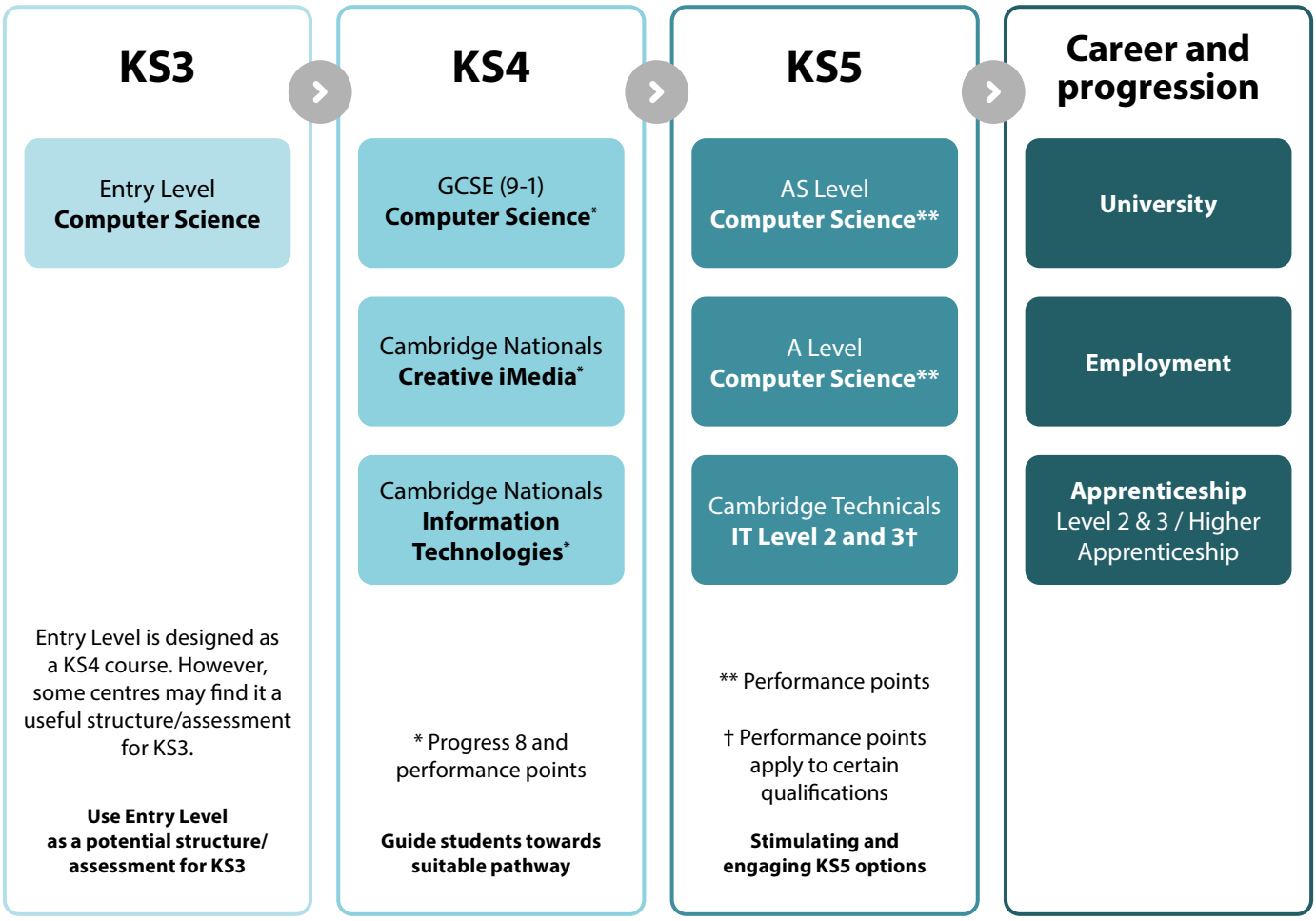
COMPUTING QUALIFICATIONS

Summary Brochure

New doors are opening in the world of computing. We've got it covered with a complete choice of qualifications at all levels.

ocr.org.uk/computing

PATHWAYS FOR COMPUTING



KS4 qualifications

We offer a range of qualifications at KS4, each with a different focus. This allows you the ultimate flexibility in how you shape your computing curriculum to suit a wide range of students' needs.

GCSE (9–1) Computer Science	Computer systems, computational thinking, algorithms and programming
Cambridge National Certificate in Information Technologies	IT, data management and project management
Cambridge National Certificate in Creative iMedia	Websites, animation, gaming concepts, sound

AS LEVEL COMPUTER SCIENCE

KEY INFORMATION

SPECIFICATION CODE:

H046

IDEAL FOR:

Students who

- May want to complete the A Level, but have no experience of computer science so far
- Are thinking of a career in Computer Science, but don't want to focus on coding as a discipline

PROGRESS TO:

A Level, Level 3 Cambridge Technical in IT or Digital Media, university, employment, Level 4 Higher Apprenticeships

PERFORMANCE POINTS:

Yes

THE QUALIFICATION

Our AS Level Computer Science qualification splits learning into two sections: Computer Fundamentals, and Programming Techniques and Logical Methods. The qualification is unique as it is the only one in the Computer Science suite that does not test a student's ability to program. Within the course, students study a range of theory topics, which include the principles and understanding linked to programming, as well as topics such as hardware and software, networks, systems development life cycles and implications of computer use.

ASSESSMENT

AS Level Computer Science is assessed through two examinations, each worth 50%. There are re-sit opportunities for this subject.

READ MORE:

ocr.org.uk/qualifications/as-a-level-gce-computer-science-h046-h446-from-2015

A LEVEL COMPUTER SCIENCE

KEY INFORMATION

SPECIFICATION CODE:

H446

IDEAL FOR:

Students who

- Are looking to develop an advanced understanding of computer science
- Want to apply their coding ability to solve real-world problems
- Are looking at a computing orientated degree
- Are aiming to work in the computing industry

PROGRESS TO:

University, employment, Level 4 Higher Apprenticeships

PERFORMANCE POINTS:

Yes

THE QUALIFICATION

Our A Level Computer Science qualification splits learning into three section: Computer Fundamentals, Programming Techniques and Logical Methods, and a Programming Project. A natural progression from GCSE (9–1) Computer Science, it provides the perfect springboard for students looking at specialising in a computing-based career.

Within the course, students study a range of theory topics, which include the principles and understanding linked to programming, topics such as hardware and software, networks, systems development life cycles and implications of computer use.

It enables teachers to tailor the qualification to match the requirements of students and has an open source ethos allowing you to use any programming language that meets the needs of the course.

Our A Level will develop a student's ability to:

- Think creatively, innovatively, analytically, logically and critically
- Apply skills in and an understanding of computing (including programming) in a range of contexts to solve problems
- Delve into producing graphical user interfaces and object-orientated programming solutions.

Through the creation of a programming project, students will have the opportunity to create a substantial piece of software using modern design methods and, guided by teachers, they will look to display their skills and talents.

ASSESSMENT

A Level Computer Science is assessed through two written exams (each worth 40%) and a Programming Project (worth 20%). There is one re-sit opportunity for this subject.

READ MORE:

ocr.org.uk/qualifications/as-a-level-gce-computer-science-h046-h446-from-2015