

AS/A2 COMPUTER STUDIES

Entry requirements:

Grade A* - B GCSE ICT. If you have not taken GCSE ICT as a subject then grade A* - B in Maths or Science.

Examination board:

WJEC

Teachers:

Ms C Jacobs

Timetable organisation

AS

CG1 Theory 2 hrs a week

CG2 Computing Task 3 hrs a week

A2

CG3 Theory 2 hrs a week

CG4 Computing project 3 hrs a week

Main Syllabus areas

Unit CG1

This unit is about acquiring knowledge and understanding of software, system development, data and applications.

Unit CG2

The main objective of this unit will be the analysis, design, software development, documentation, testing and evaluation of a system leading to a solution to the given problem using a programming language (Visual Basic).

Unit CG3

This unit is about acquiring additional knowledge and understanding of software, system development, data and applications, which are assessed by means of a three hours written examination. However, candidates will also draw upon this knowledge during their practical work for Unit CG4.

This unit assumes a knowledge and understanding of units CG1 and CG2.

Main Syllabus area (cont..)

Unit CG4

This unit requires the candidate to analyse, design, implement, test and evaluate a computer solution to a substantial problem of their own choice using a programming language (Visual Basic).

Method of assessment

AS CG1, CG2	A2 CG3, CG4
CG1 Written Paper 3hrs	65%AS 32.5%A2
CG2 Computing task	35%AS 17.5%A2
CG3 Written Paper 3hrs	65%AS 32.5%A2
CG4 Computing Project	35%AS 17.5%A2

Qualities required

Students who have a willingness to develop: the capacity for thinking creatively, innovatively, analytically, logically and critically; and the motivation to apply skills, knowledge and understanding of computing, including programming, in a range of contexts to solve problems. Good at problem solving.

Links with other subjects

Computing demands both logical discipline and imaginative creativity in the selection and design of algorithms; it extends the students' horizons beyond the school in the appreciation of the effects of computer applications on society and individuals. For these reasons, computing is as relevant to a student studying Arts subjects, as it is to one studying Science subjects.

Career prospects

The course will prepare students for a wide variety of Higher Education and career opportunities. Specialist careers include Systems Analyst, Programmer, Software Engineer and Computer Technician.

Extension and enrichment opportunities

Be able to produce your own program for a real end user.