



# Course information

- The exam board - OCR
- **Paper 1 -Computer systems** - 140 marks, 40% weighting
- **Paper 2 - Algorithms and programming** -140 marks, 40% weighting
- **Programming project**-70 marks, 20% weighting

# Career pathways

- Data analyst, game developer, web developer, network administrator, project manager, system architect, business analyst, hardware designer, lecturer, forensic computer scientist, white hat hacker and many more.

# Why take Computer Science at Ruislip High School?

- A history of **excellent results**; students' results consistently rank in the top 15% of the country.
- The department has links with the **University of York's** STEM department, so guest speakers visit the school to inspire students with information about the latest technological research. Last year the topic was quantum cryptography.
- We offer links to **Brunel University** where our students have participated in special courses to promote young programmers in the field.
- A-level computer science can be your key to **exciting careers** such as software developer, game designer etc.
- The course is well respected by universities and colleges.
- We know you already!

# Past student success



**Daniel Parry**

**A\***

Went on to read Computer Science at university



**Viraj Patel**

**A\***

Went on to read Computer Science at university



**Abid Miah**

**C**

Went on to read Computer Science at university

# Class expectations

- Behaviour and uniform as per school policy .
- Complete ALL the given homework.
- Be organised right from the start of the year.
- Be punctual and regular to lessons .
- **KEEP YOUR NOTES/FOLDER UP TO DATE !!!**
- If you have a question, ask it ! Don't leave it till the end .



# Class schedule

- 9 lessons a fortnight
- 4 Lessons : Component 1 + Homework
- 4 Lessons : Component 2 + Programming
- 1 lesson : Exam practice/ assessments
- Fortnightly Folder Checks

**In addition to this there will be a Class test every 3 WEEKS.**

# Homework expectations

- Homework is given as per school policy. Expected time is 3-5 hours per subject per week.
- Wider reading tasks in your own time, these will not be necessarily be always included as part of your homework.



# Extracurricular opportunities

- Special access to talks by guest speakers from well known universities on computer science
- Visit to the Museum of Computing History in Cambridge



Sixth Form students who study maths, computer science and physics were treated to a special lecture from a visiting PhD student on Wednesday 16th June. Sophie Albosh visited Ruislip High School representing the University of York. Some students from Year 10 were also invited who have a special interest in STEM subjects (science, technology, engineering and maths).



# Resources

- **Books:** OCR website , Hodder Exam endorsed Cushing, Rouse, PG Online
- **Online:** Codecademy, BBC Bitesize, Craig'n'Dave
- Sam Wicks <https://computerscienceuk.com/>
- ISAAC Computing website