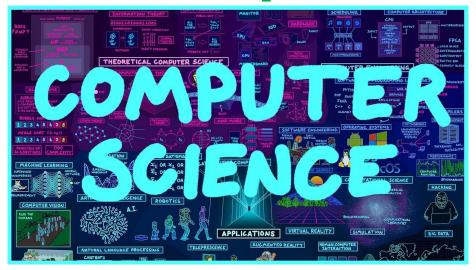
A-Level Computer Science







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