A LEVEL COMPUTER SCIENCE Course Summary



Bishop Challoner

ENTRY REQUIREMENTS: Grade 7 in GCSE Maths and Computer Science (if studied)

COURSE OVERVIEW

AQA A-level Computer Science covers programming, algorithms, data structures, computer systems, networks, databases, and cybersecurity. It includes practical programming, problem-solving, and computational thinking, preparing students for university and technology careers.

WHY SHOULD I STUDY COMPUTER SCIENCE?

Problems in science, engineering and healthcare can be solved with computers, but effective solutions require both computer science and domain knowledge. High grades in this A Level is valued by universities and employers, developing analytical thinking and problem-solving skills, providing a strong foundation for further study in related fields.

WHAT COURSES CAN THIS PREPARE ME FOR AT UNIVERSITY?

An A-Level in Computer Science prepares you for university courses such as Computer Science, Software Engineering, Artificial Intelligence, Data Science, and Cybersecurity, forming the basis for tech-focused degrees.

WHAT CAREERS CAN THIS SUBJECT SET ME UP FOR?

An A-Level in Computer Science can lead to careers in software development, IT consultancy, data analysis, cybersecurity, and web development, with roles like software engineer, network administrator, and data scientist.

COURSE SPECIFICATION

Paper	Content	Duration	Weighting
1	Programming & theoretical knowledge	150 mins	40%
2	Subject content (14 - 21)	150 mins	40%
3	Non - exam assessment - 75 marks	n/a	20%

EXAM BOARD: AQA