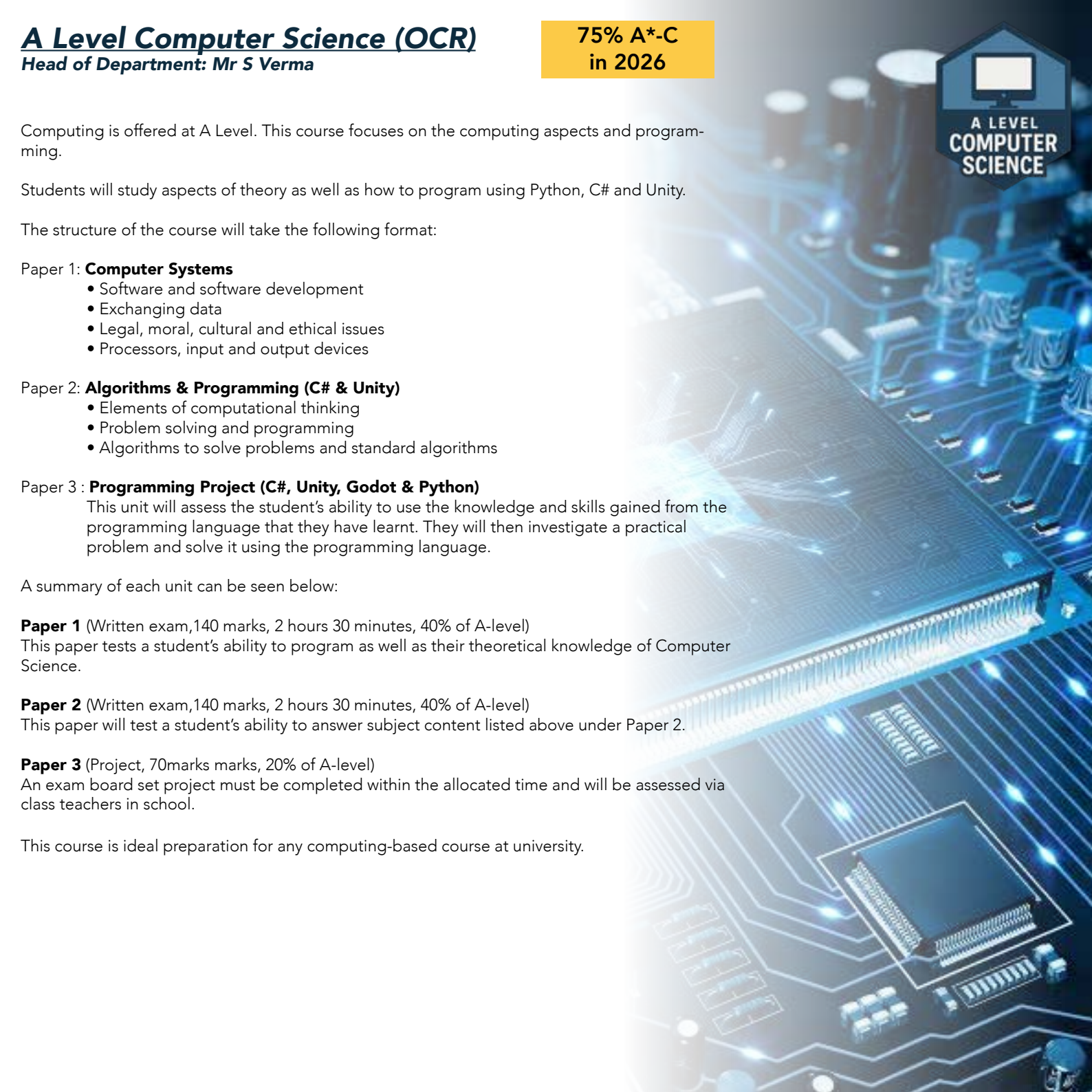
A Level Computer Science (OCR)

Head of Department: Mr S Verma

75% A*-C in 2026



Computing is offered at A Level. This course focuses on the computing aspects and programming.

Students will study aspects of theory as well as how to program using Python, C# and Unity.

The structure of the course will take the following format:

Paper 1: **Computer Systems**

- Software and software development
- Exchanging data
- Legal, moral, cultural and ethical issues
- Processors, input and output devices

Paper 2: **Algorithms & Programming (C# & Unity)**

- Elements of computational thinking
- Problem solving and programming
- Algorithms to solve problems and standard algorithms

Paper 3 : **Programming Project (C#, Unity, Godot & Python)**

This unit will assess the student's ability to use the knowledge and skills gained from the programming language that they have learnt. They will then investigate a practical problem and solve it using the programming language.

A summary of each unit can be seen below:

Paper 1 (Written exam,140 marks, 2 hours 30 minutes, 40% of A-level)
This paper tests a student's ability to program as well as their theoretical knowledge of Computer Science.

Paper 2 (Written exam,140 marks, 2 hours 30 minutes, 40% of A-level)
This paper will test a student's ability to answer subject content listed above under Paper 2.

Paper 3 (Project, 70marks marks, 20% of A-level)
An exam board set project must be completed within the allocated time and will be assessed via class teachers in school.

This course is ideal preparation for any computing-based course at university.