



A Level Computer Science WJEC

Overview – You will learn the fundamental concepts of Computer Science from the inner workings of computer hardware, to the process of how to design and create applications using Java

AS (2 units)

AS Unit 1: Fundamentals of Computer Science

Written Examination: 2 hours

25% of qualification 100 marks

This unit investigates computer architecture, communication, data representation, data structures, software applications, programs, algorithms, logic, programming methodologies and the impact of computer science on society.

AS Unit 2: Practical Programming to solve problems

On-Screen Examination: 2 hours

15% of qualification 60 marks

This unit consists of a series of set tasks completed on-screen by candidates. These tasks will assess the practical application of knowledge and understanding and will require the use of Visual Basic.NET, Python or Java as a programming language.

A Level (the above plus a further 3 units)

A2 Unit 3: Programming and System Development

Written Examination: 2 hours

20% of qualification 100 marks

This unit investigates programs, data structures, algorithms, logic, programming methodologies and the impact of computer science on society.

A2 Unit 4: Computer Architecture, Data, Communications and Applications

Written examination: 2 hours

20% of qualification 100 marks

This unit investigates computer architecture, communication, data representation, organisation and structure of data, programs, algorithms and software applications.

A2 Unit 5: Programmed Solution to a problem

Non-Exam Assessment

20% of qualification 100 marks

Candidates discuss, investigate, design, prototype, refine and implement, test and evaluate a computerised solution to a problem chosen by the candidate which must be solved using original code (programming). This is a substantial piece of work, undertaken over an extended period of time.