

COURSE INFORMATION LEAFLET

WJEC AS Level Computer Science Level 3



In a nutshell

The course offers the opportunity to learn to create software applications and develop problem-solving skills, together with an understanding of the fundamental principles and concepts of Computer Science.

This course is for you if...

- ...you want a blend of practical and theoretical study
- ...you enjoy working with others
- ...you love being creative
- ...you're an analytical thinking and enjoy problem solving

What will I be doing?





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You'll cover an understanding of computer systems including software, hardware and data communications, the main principles of systems analysis, logic, algorithms and data representation.

AS Level:

Unit 1 – Fundamentals of Computer Science
Unit 2 – Practical Programming to Solve Problems

A Level:

Unit 3 - Programming and System Development

Unit 4 - Computer Architecture, Data, Communication and Applications

Unit 5 - Programmed Solution to a Problem

Assessment is based on a written and on-screen exam in year 1 and two written exams and coursework in year 2. You'll gain qualifications in:

AS Level Computer Science A Level Computer Science Skills Activities

English and Maths

What is expected of me?

To enrol, you'll need a minimum of 5 GCSEs at Grade C or above, including a B in English Language/ Welsh as well as a Grade B in Maths/Maths Numeracy or Grade A in GCSE Computer Science.

Full commitment to attendance is required, as is respect for others, enthusiasm for the subject and self-motivation. You'll be continually assessed and there is an expectation that you'll continue your studies and coursework during your own time.

What comes next?

A degree in Computer Science, or a related subject, such as Mathematics, Physics, Engineering or any Science course in Higher Education.

Apprenticeships in Computing





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Employment in the IT sector