

Year 11 Transition Booklet – A Level Computer Science 2024-25



STEPNEY ALL SAINTS
— LEARN · PRAY · ACHIEVE —

"Everyone should learn how to code, it teaches you how to think!"
Steve Jobs

Computer Science: Transition Guide

A Level Computer Science


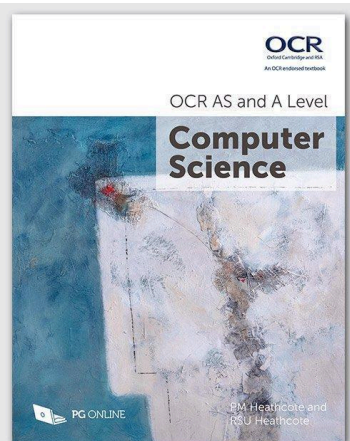
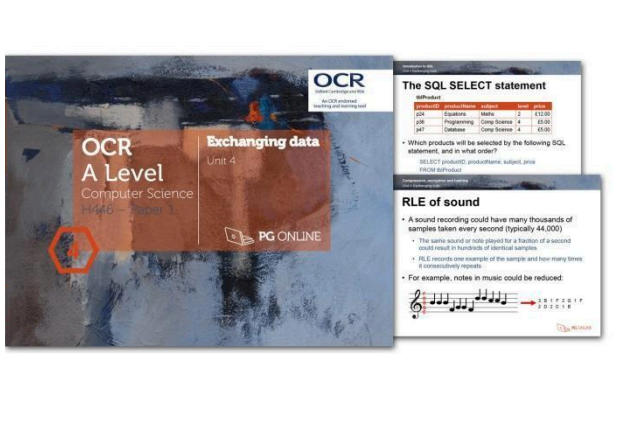
Examination Board: OCR

Within the course there are 3 components:

ASSESSMENT

Component	Assessment	Weighting	Marks and duration
01 Computer systems	Externally marked question paper	40%	140 marks / 2 hr 30 mins
02 Algorithms and programming	Externally marked question paper	40%	140 marks / 2 hr 30 mins
03 Programming project	Internally assessed, externally moderated	20%	70 marks

Resources you will be using in this course:

Specification	Textbook	Lesson Materials
		

Year 12:

Here's a brief look at the course units and the content for our AS and A Level Computer Science qualifications.

AS COMPUTER SCIENCE

01 COMPUTING PRINCIPLES

This component will be a traditionally marked and structured question paper with a mix of question types: short-answer, longer-answer, and levels of response mark-scheme-type questions. It will cover the characteristics of contemporary systems architecture and other areas including the following:

- The characteristics of contemporary processors, input, output and storage devices
- Software and software development
- Programming
- Exchanging data
- Data types, data structures and algorithms
- Legal, moral, ethical and cultural issues.

02 ALGORITHMS AND PROBLEM SOLVING

This component will be a traditionally marked and structured question paper and will include a mix of question types: short-answer, longer-answer, and levels of response mark-scheme-type questions.

There'll be a short scenario/task contained in the paper, which could be an algorithm or a text page-based task, which will involve problem solving.

Other areas covered include the following:

- Elements of computational thinking
- Problem solving and programming
- Algorithms.

Year 13:

A LEVEL COMPUTER SCIENCE ASSESSMENT OVERVIEW – FIRST EXAM JUNE 2017

Component		
01 Computer systems	Mix of question types: including short-answer, longer-answer, and banded mark-scheme-type questions.	<p>The characteristics of contemporary processors, input, output and storage devices</p> <p>Components of a computer and their uses</p> <p>Software and software development: Types of software and the methodologies used to develop them</p> <p>Exchanging data: How data is exchanged between different systems</p> <p>Data types, data structures and algorithms How data is represented and stored in different structures and the use of different algorithms</p> <p>Legal, moral, cultural and ethical issues Laws surrounding the use and ethical issues that can arise from the use of computers</p>
02 Algorithms and Programming	<p>Two sections:</p> <p>A – Traditional questions concerning computational thinking.</p> <p>Mix of question types: including short-answer, longer-answer, and levels of response mark-scheme-type questions.</p> <p>B – Scenario/task contained in the paper, which could be an algorithm but will involve problem solving.</p> <p>Short-answer, longer-answer questions, and levels of response mark-scheme-type questions.</p>	<p>Sections A and B</p> <p>Elements of computational thinking What is meant by computational thinking</p> <p>Problem solving and programming How computers are used to solve problems and programs can be written to solve them</p> <p>Algorithms The use of algorithms to describe problems and standard algorithms</p>
03 Programming project	Candidates and/or centres select their own user-driven problem of an appropriate size and complexity to solve. This will enable them to demonstrate the skills and knowledge necessary to meet the Assessment Objectives.	<p>Analysis of the problem</p> <p>Design of the solution</p> <p>Implementation of the solution</p> <p>Evaluation</p>

Transition Activity: Week 1 - (Python Programming)

The following Tasks will need to be attempted before during this week. Your knowledge in these topics will be assessed in a classroom test.

Task 1: Programming

Programming Task 1:

Visit www.w3schools.com/python and work through Python Exercises.

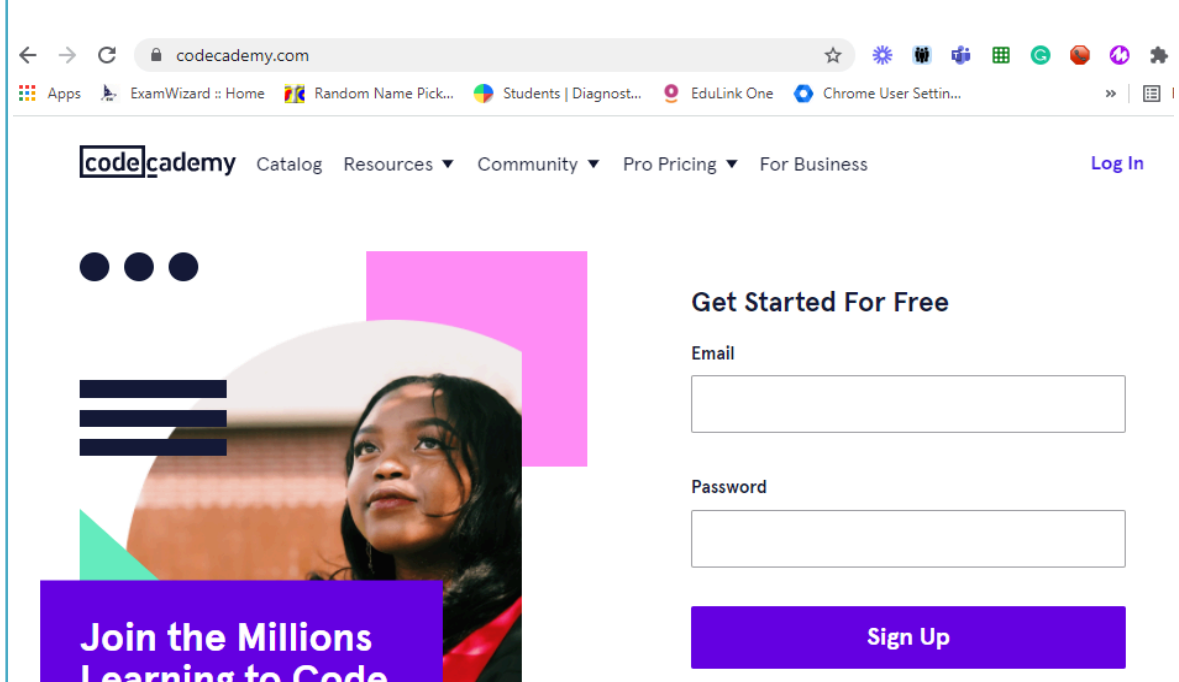
You must cover the following topics:

- Python Syntax
- Python Variables
- Python Numbers
- Python Strings
- Python Operators
- Python Lists
- Python Sets
- Python Dictionaries
- Python If...Else
- Python While Loops



Task 2: Programming exercises:

Register with www.codecademy.com and work through “Programming with Python” tutorial.



Task 3 - Week 1 Assessment

ASSESSMENT

(To be completed after you have completed Task 1 and 2 above)

https://docs.google.com/forms/d/e/1FAIpQLSf67ldnR0TcB3WErju3Z5AaleGkDEHSQwjM2c19VbHJf-Wnbg/viewform?usp=sf_link

Transition Activity: : Week 2 – (Systems Architecture)

Task 1 : Understanding Computer Architecture

Visit the Teach-ICT.com website and read through topics on “1.1 Architecture”, and **make essential notes and mindmap** from the link below. You will need the following username and password for the

Teach-ICT website:

Link to Teach-ICT.com

https://teach-ict.com/2016/A_Level_Computing/OCR_H446/OCR_H446_home.html

Login details for Teach-ICT.com

Username: e10rh

Password: python8

A level (H446) Computer Science	
1.1 Characteristics of contemporary processors, input, output and storage devices	
Main Parts of a CPU	<ul style="list-style-type: none">• Control Unit• ALU• Registers
Registers within the CPU	<ul style="list-style-type: none">• Accumulator• Memory Data Register• Memory Address Register• Program Counter• Current Instruction Register

Topics to cover:

Main Parts of a CPU, Registers within the CPU, Fetch-Decode-Execute Cycle, CPU performance factors, System performance factors, Von Neumann and Harvard

Task 2 - Week 2 Assessment

(To be completed after you have completed Task 1 above)

ASSESSMENT

https://docs.google.com/forms/d/e/1FAIpQLSe1ycC8Jle0l4D-wfsLvnHKOlz9Ucd3K0Y2pw9ZCyRB3K7X-AQ/viewform?usp=sf_link

Transition Activity: : Week 3 –

Data Types, Data Structures and Algorithms

Use the teach-ict.com website to develop your knowledge and attempt these task.

Task 1 Converting between denary, binary and hex

No	Denary	Binary	Hex	Add 00011110 to the Binary value in column 3
1	1			
2	5			
3	10			
4	22			
5	40			
6	77			
7	91			
8	121			
9	144			
10	168			
11	170			
12	200			
13	211			

Task 2

Create a program that analyses a passage of text from a file and then counts:

- How many words
- The average length of a word
- How many times each word occurs

- How many words start with each letter of the alphabet?
- The aim of this exercise is to test your ability to develop algorithms

Task 3 Binary Truth Tables

Write the truth tables for the expressions

NOT (A AND B)

and ((NOT A) OR (NOT B))

2. What do you notice about these tables?

ASSESSMENT

Task 4 - Week 3 Assessment

(To be completed after you have completed Task 1 above)

https://docs.google.com/forms/d/e/1FAIpQLScEsAmXJVGU02sYLoLSmZWZGZkBD1UP0mNUQ7tzAK7aeGUcrw/viewform?usp=sf_link