Revision and Resources – A-level - Computer Science

Course Title	AQA A-Level Computer Science (7517)
Exam Board	AQA
Specification	https://filestore.aqa.org.uk/resources/computing/specifications/AQA-7516-7517-SP-2015.PDF
Assessment	The course is assessed through a combination of two exam papers [80%] and a Non-Examined Assessment [20%] Paper 1 (40%): an onscreen examination that tests a student's ability to program, as well as their theoretical knowledge of computer science from the following topics: - Fundamentals of programming - Fundamentals of data structures - Fundamentals of algorithms - Theory of computation Paper 2 (40%): this paper tests a student's ability to answer questions from the following topics: - Fundamentals of data representation - Fundamentals of computer systems - Fundamentals of computer organization and architecture - Consequences of computing - Fundamentals of communications and networking - Fundamentals of databases - Big Data - Fundamentals of functional programming Non-Examined Assessment (20%): the non-exam assessment assesses student's ability to use the knowledge and skills gained through the course to solve or investigate a practical problem. Students will be expected to follow a systematic approach to problem solving.
Key Dates	- Haft-termly assessments - Year 12 mock exams in the Summer term (June) - Year 13 mock exams in the Spring term (January) - NEA Submission to exam board May year 13

How do I revise effectively?	- Begin by thoroughly understanding the specification and the topics that will be covered. - Review class notes and materials. Pay attention to key concepts, definitions, algorithms and programming principles. Make sure you understand the material before moving onto practice questions. - Plan a realistic revision schedule that allocates time for each topic. Break your study sessions into manageable chunks and assign specifics to each session. - Practice past papers. Familiarize yourself with the exam format and the types of questions asked. Solve the questions under timed conditions to simulate the exam environment. - Always seek clarification for anything that you find difficult to understand. - Use visual aids and diagrams - For programming related topics, practice coding and implementing algorithms and programs
Past Papers	Paper 1 - https://www.aqa.org.uk/subjects/computer-science-and-it/as-and-a-level/computer-science-7516-7517/assessment-resources?f.Resource+type%7C6=Question+papers&f.Component%7C7=Paper+1 Paper 2 - https://www.aqa.org.uk/subjects/computer-science-and-it/as-and-a-level/computer-science-7516-7517/assessment-resources?f.Resource+type%7C6=Question+papers&f.Component%7C7=Paper+2
Textbooks and Revision Guides Available	AQA A level Computer Science – Bob Reeves A-Level Computer Science for AQA Unit 1 – Kevin Bond A-Level Computer Science for AQA Unit 2 – Kevin Bond
Online Resources	Use resources on individual Google Classroom pages set up by the Computing Department and your teachers. Craig and Dave YouTube videos - https://www.youtube.com/@craigndave/playlists?view=50&sort=dd&shelf_id=7 Isaac Computer Science - https://isaaccomputerscience.org/topics/a_level?examBoard=all&stage=all#all Physics and Math's tutor - https://www.physicsandmathstutor.com/computer-science-revision/