



COMPUTER SCIENCE KEY STAGE 5 SCHEDULE

MODULES/UNITS

A LEVEL PAPER1

THIS UNIT TESTS A STUDENT'S ABILITY TO PROGRAM, AS WELL AS THEIR THEORETICAL KNOWLEDGE OF COMPUTER SCIENCE FROM SUBJECT CONTENT 10-13 AND THE SKILLS REQUIRED FROM SECTION 22.

A LEVEL PAPER2

THIS UNIT TESTS A STUDENT'S ABILITY TO ANSWER QUESTIONS FROM SUBJECT CONTENT 14-21.

A LEVEL NEA

THE PRACTICAL PROJECT

COURSEWORK DEADLINES/EXAMS

WHEN

PAPER1 EXAM	TERM 6
PAPER2 EXAM	TERM 6
NEA	TERM 6

PROJECTS/SCHEME OF WORK/TOPICS

DURING

UNIT1 SKELETON PROGRAM RELEASED	TERM 1 AND 4
NEA PROJECT DUE IN	TERM 6

OTHER INFORMATION

Paper 1 - 2 hour 30min exam – 40% of A-level
 Paper 2 - 2 hour 30min exam – 40% of A-Level
 A2 NEA – Project work – 20% of A-level

In year 12 unit 1 and unit2 are taught together.
 In year 13 unit 1 and unit 2 are taught and examined at the end of the year with both units from year 12.
 NEA is also taught in year 13 and due at the end of the year.

[Specification](#)