



COMPUTER SCIENCE

STAFF

Mr A. Stone
Mr P. Moore
Mr L. Milton
Mrs J. Buck`

SUPPORT

We have a newly built "Code Hub" which is available to you throughout the day to use. If you want to bring your own device, there are monitors to plug into or you can use the devices in school.

All textbooks are provided and there is always someone to ask for support.

GitHub is used to provide coding support.

INTRODUCTION

Being successful in Computer Science is more than just being able to code. Students are required to be good problem solvers as well as understanding and applying some key concepts to these problems. They also need to understand what is going on inside a computer. You will do this through a combination of practical lessons as well as theory content throughout the 2 years.

WHAT TO BRING FOR YOUR FIRST LESSON

You will not need any specific equipment for your lessons as we will be using the computers for all our lessons. If you would like to bring your own laptop then that is fine but there is no requirement for this. You will be responsible for ensuring that you have the correct software on your own device but we can support you with this.

CLASSWORK, HOMEWORK AND INDEPENDENT STUDY

You will have a mixture of theory and practical sessions where all of your notes will be made on the computer using OneNote and Teams on Microsoft Office. This means you can access your notes anywhere you have a device connected to the Internet, even on your phone. You will be expected to keep your notes up to date and catch up on any missed work.

Independent study is important and you will be expected to practice your programming techniques outside of lessons by completing mini projects, challenges or your own projects. Homework will be set to deepen understanding and prepare for exam style questions as well as research based work.

RESOURCES

You will be given an A-Level textbook as well as links to all the required electronic resources



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