

# Computer Science Exam success evening

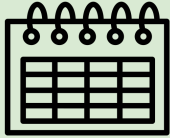
Miss Jackson and Mr Temperton

# Computer Science: A-level

Exam Paper 1	Exam Paper 2	NEA
Programming paper 4 sections: Theory, unseen programming, x2 skeleton program	Theory paper 8 Topics	Written documentation Viva Programming project
<b>2 hour 30 minutes</b>	<b>2 hour 30 minutes</b>	<b>Due Easter</b>
<b>40%</b>	<b>40%</b>	<b>20%</b>



# Computer Science: Paper 1

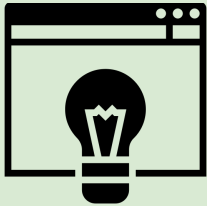


Monday 10th June (pm)



What to study? Programming paradigms, data structures, algorithms, computational thinking

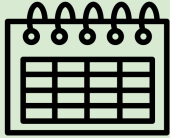
What to practice? Python programming, the skeleton program and python projects



Online help? GC, Isaac computing, Craig 'n' Dave

Practical help? Programming tasks and skeleton booklet on the GC, See Mr Temperton

# Computer Science: Paper 2

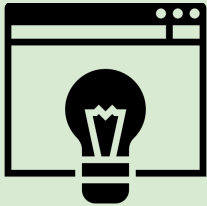


Tuesday 18th June (pm)



What to study? - Boolean algebra, Networking, Databases, Assembly language, 12 marker

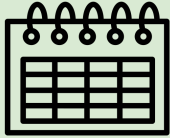
What to practice? - Exam style questions, full past papers with time



Online help? - Craig 'n' Dave, GC, Isaac Computing, Physics and Maths tutor

Practical help? - 1 - 2 -1 sessions with AJA if requested. Questions can be marked too.

# Computer Science: NEA



18th March - 19th April

Viva

Absolute



What to do? - Programming and Documentation (Analysis, Design, Implementation, Testing, Evaluation)



Online help? - GC - Support booklet, programming activities, NEA Guidance doc  
Practical help? - See Mr Temperton or Miss Jackson



# Computer Science: Top Tips

Read the question

Link to scenario

Use the values given in the question

Don't overcomplicate things - Be specific

Check the amount of marks

Double check your answers and calculations