

# Computer Science

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## Frequently Asked Questions

### Q: What will I learn on this course?

A: The course knowledge content is split into the following sections:

1. Fundamentals of algorithms (a set of instructions to complete a task);
2. Programming (implementing algorithms using a computer programming language);
3. Fundamentals of data representation (text, images, sound);
4. Computer systems (memory, processing);
5. Fundamentals of computer networks;
6. Fundamentals of cyber security;
7. Ethical, legal and environmental impacts of digital technology on wider society, including issues of privacy.

### Q: How is the course assessed?

A: Students will be assessed through two written papers, each weighted at 50% and each lasting 1 hour 30 minutes. Students are also required to complete a programming project during 20 hours of lesson time. This project is not assessed.

### Q: What is the difference between Computer Science and iMedia?

A: Computer Science is far more about the understanding of computing, with a focus on hardware and evolving technology as well as software and programming. Computer Science is broadly more theoretical than iMedia. In contrast, iMedia is a much more practical subject with a focus on the creative use of technology through graphics and video games. iMedia does however have more writing throughout the subject than Computer Science as it is mostly assessed by internal projects rather than terminal exam.

### Q: Will you get to work with actual hardware like making robots or things like that?

A: We have done in the past and this may be something we do again in the future. It is not part of the course, but we can use it as a method of reinforcing programming concepts. No promises.

### **Course specification:**

<https://filestore.aqa.org.uk/resources/computing/specifications/AQA-8525-SP-2020.PDF>

**Paper 1 example:** <https://filestore.aqa.org.uk/resources/computing/AQA-85251B-SQP-S1.PDF>

**Paper 2 example:** <https://filestore.aqa.org.uk/resources/computing/AQA-85252-SQP-S1.PDF>