COMPUTER SCIENCE A-LEVEL

Course Mode	Part-time
Location	Milnthorpe Road Campus
Duration	2 Years
Level	3

Course Overview

Computer Science is about understanding computer systems and networks at a deep level. It is a rich and diverse discipline in its own right, like Physics and Mathematics. It explores foundational principles and ideas, rather than training students in skills related to particular software. Computer Science aspects of theory and experimentation are drawn from Maths and Science respectively and it is an excellent supplementary A Level for a range of subjects.

You will develop:

- an understanding of, and the ability to apply, the fundamental principles of computer science, including abstraction, decomposition, logic, algorithms and data representation

- the ability to analyse problems in computational terms and writing programs to solve them

- the capacity for thinking creatively, innovatively, analytically, logically and critically

- the capacity to see relationships between different aspects of computer science

- mathematical skills related to Boolean algebra, comparison and complexity of algorithms and number representations and bases.

The course is offered as part of a study programme with another two or three A Levels (full-time package). Alternatively, it can be studied as a part time programme or added to some other full time programmes.

If you would like to study a full-time programme of A-levels, please complete a full-time application form.

Entry Requirements

The entry requirements for this course are:

5 GCSEs at Grade 5 or above (A*-C) which must include English Language.

GCSE Maths and Computing/IT at Grade 6 (or B).

If you would like to study this part-time, please contact the tutor:
Dee MacKenzie-Eley: Dee.Mackenzie-Eley@kendal.ac.uk

If you would like to study a full-time programme of A-levels, please complete a full-time application form.

After your course

Many students go on to study subjects such as mathematics, physics, computing, computer science, computer engineering, software engineering, robotics and computer games programming at university, while others use this course to improve their career opportunities generally. On a more straightforward level, there are still huge opportunities in the many IT fields, including mobile technologies, games, project management, systems analysis and all the technical areas such as networking, databases and computer security. Few modern careers do not involve a degree of IT capability and there is still much scope for those with a higher level of skills to move forward quickly in a wide range of professions.

Fees

£941.00
The fee displayed is the course fee. Course fees are per year for full-time & degree-level courses, and per course for part-time courses.

There may be other costs associated with this course e.g. kit, equipment, books, trips etc. Financial support may be available to support you with these. See the Student Money pages for more information.

Courses Fees

The current full-time & degree-level fee information is related to the 2022/23 academic year.

Entry Level, Level 1 & Level 2 Courses

You may qualify for financial support to cover the cost of a government-funded qualification if any of the below apply to you:

- Have an annual salary of less than £18,525
- Receive an eligible means-tested benefit e.g. JSA, ESA or Universal Credit
- Are aged 16-18 on 31/08/22 and are not studying at another school/college

- Are aged 19 or over on 31/08/22 and do not already have a Level 1, 2 or 3 qualification
- Have a household income under £35,000 and are in financial hardship

See the Student Money pages for more information.