

AS/A Level Transition Work

AQA Computer Science

Theory

Many of the topics you covered in your GCSE course will come up again during the A Level – just in greater depth!

For example, we will look again at computer architecture, networking, data representation, hardware/software and computational thinking.

There will also be new areas that you haven't covered before, such as data structures and optimisation algorithms.

Programming

Practical programming is a large part of the course as it is required for the coursework project in Year 13.

Whether you have studied this or not, we will spend a lot of time in Year 12 covering many of the same skills from GCSE.

We will focus on Python to provide consistency for the majority of students. However, if you are confident in another language (or would prefer to teach yourself a different one) you are more than welcome!

You are allowed to pick whichever language you choose for your course and your coursework project – you just have to be prepared that your teachers may not be able to support you as much with it.

Transition Tasks

The link below will take you to the Isaac Computer Science website, which you don't need to sign up to

<https://isaacomputerscience.org/pages/gameboards>

- Each topic contains a list of sub-topics (bullet points)
- Each sub-topic (bullet point) contains up to 10 mini tasks
- These can be completed in any order

You should be aiming to complete **at least 3 sub-topics (bullet points)** a week between now and the **end of July**