

Imagine what you can become...

Software Engineer Gam

Games Programmer

Cloud Engineer

Systems Analyst

Cyber Security

Database Designer

App Developer

Web Designer

Artificial Intelligence Developer

User Interface Designer



ENRICHMENT

Join the Robotics Club to step into the world of advanced manufacturing and automation.



Find out more: scan me!



COMPUTER SCIENCE

- An ideal choice if you have a mathematical brain and like problem solving
- An intensely creative subject that combines invention and excitement, looking at the natural world through a digital prism
- Gain technical knowledge and the ability to analyse and problem solve
- Understand in-depth how the computer works and what it can do
- Develop programming skill:

EXAM BOARD OCR

YOU WILL STUDY

Unit 1

· Computer Systems

Unit 2

· Algorithms and Programming

Unit 3

· Programming Project

You will be introduced to the fundamentals of hardware and network technologies including web-based programming and low level CPU programming.



ASSESSMENT

Two exams at the end of year two

Unit 1 - 40%

Coursework - 20%

DEDICATED FACILITIES INCLUDE:

- Dual Monitor set up for modelling industry standard practices
- Robotics equipment including 6D arms and multi sensor Rovers
- Interactive whiteboards and multi-media projectors
- · Wifi
- · Theory Classroom
- · Printing Facilities



www.carmel.ac.uk