

Computer Science Expectations

At Sixth Form it is expected that students take a more pro-active approach to their studies and develop independent learning skills. In Computer Science it is important to foster a mature and professional working environment that gives students an opportunity to learn. Part of this is taking responsibility for your progress, therefore the Computing department runs an additional support session for all students on a **Period 6 one day a week (day to be decided). If you feel you require any help and/or guidance with your work please attend in A2.**

A-Level Computer Science is a **demanding** and **challenging** course that involves both practical and theory input in equal measures. The rewards for success in this subject, however, are many. Rewards include numerous highly paid job opportunities in the multitude of computing fields, as well as career avenues less travelled; for instance, most modern start-up companies involve tech and this is a trend unlikely to change in the near future. The course is exciting and varied and successful students are sought by both universities and companies.

You will need access to a computer with internet access when outside of school. The saying *Practise Makes Permanent* is very apt for C.S. If you feel you are struggling, most people find that concepts tend to click when they are practised or reviewed. Programming can be analogous to playing a musical instrument, in that **practise outside of lessons is obligatory**. You will be required to keep a log, signed by a parent / carer, of the times you have practised writing standard algorithms; this will be monitored by your teachers.

You will need to bring the following equipment to every lesson:

- Exercise book
- Basic stationary, including a scientific calculator

You will do the following things in lessons:

- Take reasonable notes – these must be well presented.
- Listen carefully and make sure you are following what is being taught, asking questions if you don't understand
- Behave appropriately – making sure remain focused on the content at all times
- Actively take part in all activities
- Attempt all questions and individual activities yourself
- You must not plagiarise.

Outside the lessons you will need to:

- Practice programming and updating your log.
- Come and talk to your C.S. teachers with any problems or if you are unsure of anything. We are all available outside of lessons to help
- Review each lesson taught and your notes, rewriting and clarifying if necessary
- Complete all homework by the deadline, attempting it early so there is time to talk to your teachers if you are stuck
- Revise carefully and thoroughly for end of unit tests
- Completing your own independent study: completing past paper questions, watching YouTube tutorials, reading around the subject, etc.

You must install and use the following free software on to your home computer (we may ask to install other software at a later date):

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| ● Python | https://www.python.org/downloads/ |
| ● Visual Studio Community | https://visualstudio.microsoft.com/vs/community/ |
| ● Notepad ++ | https://notepad-plus-plus.org/download/ |
| ● OPTIONAL Unreal Engine 4 | https://www.unrealengine.com/en-US/download |

The following is expected:

- **Conduct and behaviour** in lessons should reflect that of a professional working environment. If your behaviour does not allow learning to occur, you will be reminded and then asked to leave the lesson and sent to Miss Loveday (Head of Computing) to explain your conduct.
- **Folders and any textbooks** are to be brought to every lesson. Failure to do so on 3 occasions will again result in an invitation to a Computing Detention.
- Students must turn up on time to every lesson. It is very disruptive to have students walking in late and is not fair on the rest of the group. If a pattern emerges of continued **poor punctuality** you will be invited to Computing Detention.
- If you are **absent from a lesson** it is your responsibility to catch up on the missed work, it may well be the topic that comes up in a future assessment, PPE, or final exam. You are expected to email the class teacher to identify work missed and the deadline to complete this. Do not rely on your peers, as they are not the subject specialists.
- If your **absence is unauthorised** or you do not contact the teacher on your return you will be required to catch up during Computing Detention or extra study sessions booked into your free time in the study centre.

Deadlines and Submitting Work

For every taught hour you must be carrying out at least one extra hour of work. This could be finishing class work/activities, creating revision resources, practicing exam questions and/or completing effective revision on previously learnt content. **This means 9 hours a fortnight on top of taught lessons.** This work can either be completed in your timetabled study time or at home.

- **Deadlines must be met.** If you do not meet a deadline expect a letter home and an invitation to Social Sciences detention Friday Period 6.
- All homework will be posted on 'Class Charts' (including content and deadlines). **Any issues with homework set should be addressed through contacting the class teacher either in person or via email.**
- **Your teacher will not accept work that is:**
 - Left on the teacher's desk
 - Incomplete
- All work must **be submitted in the format with which you will be externally assessed** e.g. in units where you will be examined your work should be handwritten, coursework should be word processed.
- If an extension is required for class based assessments or homework this should be requested in person to the class teacher at least 24 hours prior to submission. These will be granted on a case by case basis.

Failure to meet any of these expectations to a satisfactory standard will result in consequences including a formal meeting with the Head of Faculty and parents.

Signed:

Date: