

COMPUTING: jcottee@rushcliffespencer.org.uk

COMPUTING (VOCATIONAL)

OCR Alternative Academic Qualification in Computing: Application Development specification. The course is studied over two-years and is equivalent to one A Level. Students will complete 2 pieces of coursework in Year 12 and sit an external examination in January of Year 12. In Year 13, students will sit an external examination in January, along with one coursework piece. Universities will accept the qualification for a wide range of degree courses, and it accrues UCAS points.

AIMS OF THE COURSE

This course has been designed for students who wish to go on to higher education courses or employment where knowledge of Computing would be beneficial. The course provides students with a comprehensive understanding of IT concepts, develops practical skills, and prepares them for successful careers or further education in the field of Information Technology.

COURSE OUTLINE AND CONTENT

	F161: Developing Application Software (Exam) In this module, students will delve deeper into software development, learning advanced programming techniques, software lifecycle management, and project-based application development.
	F163: Game Development (NEA) In this module, students will get the opportunity to design, develop and test the creation of a game, based on a given scenario
	F165: AR Application Development (NEA) In this module, students will get the opportunity to design, develop and test the creation of an AR application based on a given scenario
	F160: Fundamentals of Application Development students explore how applications are developed from initial idea to final product. They gain an understanding of software development lifecycles, human-computer interaction (HCI), project planning, and industry-standard methodologies such as Agile and Waterfall.
	F162, Designing and Communicating UX/UI Solutions Students apply design principles to create interactive prototypes that prioritise user experience. Through wireframing, mock-ups, and client-style presentations, they learn to communicate ideas clearly and refine their work based on user needs and evaluation.

The purpose of this course is to build a broad knowledge base for a variety of computer-based employment. Its units include: the fundamentals of IT, global information, application design, product development and games design and prototyping.

WHAT SKILLS WILL I LEARN?

Studying AAQ in Computing will help you to develop a range of skills such as problem solving, communication, presenting and creativity. With a range of units, from games development to the fundamentals of IT, you will gain a broad knowledge of ICT.

WHAT GOES WELL WITH AAQ IN COMPUTING?

Applied Science, Economics, Computer Science, Business Studies and Design and Technology.

POSSIBLE CAREER PATHS

A career in IT or telecommunications is a great choice, as professionals in this field are constantly in demand in many different environments. Typical job roles within this pathway include: Web Application Developer, Software Engineer, Mobile Application Developer, Application Developer or Software Analyst.

ADDITIONAL EXAM BOARD DETAILS

<https://rb.gy/ixn912>

PREVIOUS GRADES

Exam Board: OCR

	D*	D	M	P	U	X	Totals
2023	2	2	0	1	0	0	5
2024	4	1	0	0	0	0	5
2025	3	1	0	0	0	0	4

ENTRY REQUIREMENTS

- 5 GCSE grades 4-9 including Mathematics and English Language
- Merit or above in Level 2 IT (if studied)
- Grade 4 in Computer Science (if studied)