

Computer Science A Level - Personal Learning Checklist

Computer Systems - PAPER 1

Computer Systems - PAPER 1	1.1 The characteristics of contemporary processors, input, output and storage devices	Difficulty	R	A	G
	1.1.1 Structure and function of the processor	H			
	1.1.2 Types of processor	M			
	1.1.3 Input, output and storage	E			
	1.2 Software and Software Development	Difficulty	R	A	G
	1.2.1 Systems Software	E			
	1.2.2 Applications Generation	M			
	1.2.3 Software Development	M			
	1.2.4 Types of Programming Language	E			
	1.3 Exchanging data	Difficulty	R	A	G
	1.3.1 Compression, Encryption and Hashing	M			
	1.3.2 Databases	M			
	1.3.3 Networks	H			
	1.3.4 Web Technologies	E			
	1.4 Data types, Data structures and Algorithms	Difficulty	R	A	G
	1.4.1 Data Types H	H			
	1.4.2 Data Structures (Array, List, Tuple, Stack, Queue, Linked List, Graph, Tree, Hash Table) H	H			
	1.4.3 Boolean Algebra H	H			
	1.5 Legal, moral, cultural and ethical issues	Difficulty	R	A	G
	1.5.1 Computing related legislation H	E			
	1.5.2 Moral and ethical Issues	E			

Component 2 - Algorithms and Programming - PAPER 2

Algorithms and Programming - PAPER 2	Algorithms and Programming	Difficulty	R	A	G
	2.1 Elements of computational thinking	E			
	2.2 Programming Techniques	H			
	2.3 Algorithms	H			