

A-Level Computer Science Preparation Project

Introduction

The theory side of the A-level will be taught in such a way that a GCSE in Computer Science would be helpful but not required. Extra study at the start of the course will soon see you up to speed with others in the group. The biggest way that a GCSE in Computer Science affects the A-level is in programming experience.

This project is meant to support your transition into A-level by building and strengthening your programming skills to allow you to thrive in the coursework project and exam.

If you have no GCSE in Computer Science, complete Task 1.
If you have a GCSE in Computer Science, complete Task 2.

Task 1: Beginner's Course in Python

Search online for the Python 3 Tutorial on www.sololearn.com.

Register for this free course.

It is broken down into modules, each getting more complex as it brings in more aspects of programming.

You need to do the following:

- Complete the first three modules (Basic Concepts, Control Structures, Functions & Modules).

Task 2: Novice Python Programming

Sign up for a free account on www.codewars.com.

Choose Python as your programming language.

This website is based around improving your grade (kyu) by completing coding challenges (katas).

You start at 8th kyu as a beginner and proceed from there. Codewars has thousands of katas which can be completed. You can filter by difficulty or tags to choose what you are going to work on. Sorting by popularity or positive feedback is also useful to find the most interesting and useful tasks.

To raise your grade you need to complete multiple katas. Higher level katas add more experience than lower ones.

You need to do the following:

- Complete sufficient katas to achieve at least 6th kyu.

