

# Computing

## A Level Preparation Work

### Welcome to A Level Computing!

The tasks below are designed to support and prepare you to start the course.

The ability to physically use a computer is fundamental to users. The learning objective of these activities is:  
**How different input and output devices can be applied to the solution of different problems.**

If you have any technical problems accessing this material email [computinghelp@wellswayschool.com](mailto:computinghelp@wellswayschool.com).

### Activity 1

Revise and learn more about Input Devices

- Use the link to [Isaac Computer Science](#) to help you.
- Complete the input device table below. This will help you build up a glossary of terms at KS5.

Device	Purpose
Trackpad	
Graphics tablet	
Microphone	
Flatbed scanner	
Smart card reader	
Touchscreen	

### Activity 2

- Revise and learn more about **Output Devices**
- Use the Link to [Isaac Computer Science](#) to help you.
- Use the Output Activity sheet to explain each Input device. This will help you build up a glossary of terms at KS5.

Device	Purpose
Plotters	
Printers – Inkjet	
Printers – Laser	
Printer – Impact	
Printer - 3D	
Projector	
Speakers	

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### Activity 3

- Revise and learn more about **Storage Devices**
- Use the Link to [Isaac Computer Science](#) to help you.
- Complete the storage type exercise below describing the advantages and disadvantages of each. This will help you build up a glossary of terms at KS5.

Type	Advantages	Disadvantages
Magnetic		
Solid State / Flash		
Optical		

### Activity 4 - It's a Language (We recommend 20 mins a day!)

- Start or top up your Coding Game by starting the "Python for Everybody Course"
- There are two options for the same free course:
  - Via [freeCodeCamp.org](https://www.freecodecamp.org)
  - Via [Edx](https://www.edx.org)
- Work your way through as much of these fantastic tutorial and interactive series by Professor Chuck
- Other python resources include:
  - <https://www.w3schools.com/python/>
  - <https://realpython.com/>
  - <https://www.learnpython.org/>
  - <https://www.programiz.com/python-programming#guide>
- And many many more online resources.

### Activity 5

- As part of the Computer Science A-level you will be creating a project over the next two years.
- This project needs to solve a problem by using a computer.
- This also includes having stakeholders(users) that need problem solving and will be involved in the project at every stage.
- Come up with 3 ideas that can be fixed and a potential stakeholder for each that needs problem solving.

Problem	Problem description	Stakeholder	How would I fix this by computer? (Do I need to research or learn something for this idea?)
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1.

2.

3.