PHYSICS

A-LEVEL



Course Content

At A-Level you will learn about scientific ideas and models which range in scale from the fundamental particles that matter is made from, to whole Universe and its eventual fate. Units will expand significantly on material you studied at GCSE (eg forces, energy, waves and electricity) and you will also meet completely new content including aspects of materials science, quantum effects and particle physics.

A practical approach is used throughout and this work requires planning, decision making and analysis to a high standard. The course is demanding, which adds to its reputation as a rigorous and impressive qualification to possess, but it is also very interesting and, perhaps in defiance of expectations, a lot of fun...

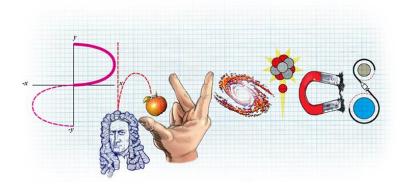
Physics instils key transferable skills: in particular, you will develop your ability to solve problems, both theoretical and practical, and will also become significantly more adept at analysing and interpreting data. You will become comfortable with the use of equations and numerical work in general. The ICT component of the course is continually expanding and it is intended that the use and creation of computer simulations and models become more central to everyday classwork to reflect the demands of modern workplaces and research environments.

Further Studies and Career Opportunities

Perhaps more than you would think! Remember the transferable nature of the key skills: Physics certainly gives you options. The study of all branches of Engineering; Architecture; Medicine; Dentistry; Veterinary Science; Environmental Science and ICT will benefit from a Physics A-Level, even if it is not an actual a requirement. Physicists are also strongly represented in the Finance and Game Development industries.

Subject Entry Requirements

Grade 6 Physics, Grade 5 Maths



Subject Enhancement

- Trip to CERN, Switzerland
- Turning points in Physics sessions

How is this assessed?	
Exam Board - EdExcel	
Exams	✓
Coursework	
Other – Additional practical credit	