SCIENCE

Physics

Examination Board:AQASubject Leader(s):Mr C Proudlove





Course Structure

Unit	Topics/Unit Title	Assessment	A Level(%)
1	Particles & Radiation, Waves, Mechanics & Materials, Electricity, Further Mechanics.	2 hour exam 85 Marks	34%
2	Thermal Physics, Fields and their consequenses, Nuclear physics.	2 hour exam 85 Marks	34%
3	Practical skills and data analysis, OPTION - Astrophysics.	2 hour exam 80 Marks.	32%

What does the course involve?

From the birth and death of stars to the fleeting interactions of tiny particles, Physics studies how our world works. To do this it uses ideas ranging from force and energy, easily understood and every day, to strangeness and charm, rather more abstract and fanciful. It is a fascinating subject, driven by the desire to find out how and why matter behaves the way it does.

You'll look at particles and quantum phenomena, electricity, materials and waves. You'll also study the physics of fields and mechanics, before exploring the fascinating areas of nuclear physics, thermal physics and astrophysics.

As well as theoretical learning, the A Level Physics course will help you develop investigative and practical skills as you apply that learning to experimental applications. This hands-on approach encourages an appreciation of the big picture in physics study and the development of rational thinking.

Further Study/Employment Prospects

Physics is a subject very well regarded by universities and is important if you want to study Engineering. It is also useful for economics, medicine, dentistry, veterinary science, law, accountancy and computing to name just a few degree subjects.

Many of our physics students have gone on to study physics, economics, veterinary science, computing, mathematics and engineering at universities such as Oxford, Cambridge, King's College London, Imperial College, Warwick, Durham and Bristol.

Entry Requirements

- You'll need a GCSE physics or science grade 6 to enrol in our A Level Physics course.
- Grade 6 in GCSE mathematics.