



## A Level Physics

### What you will learn:

Measurements and their errors, Particles and radiation, Waves, Mechanics and energy, Electricity, Further mechanics and thermal physics, Fields, Nuclear physics, An option from Astrophysics, Medical physics, Engineering physics, Turning points in physics, Electronics.

Physics is everywhere. It plays an important part in modern medical care; CAT scanners, key-hole surgery and cancer treatments all rely on physics. It is responsible for the development of mobile phones, satellite TV and electronic games. It helps us make our cars more economical, reduces the time spent in traffic jams and lets us monitor pollution. Even our sporting heroes rely on physics to go further, faster and higher than ever before. In this course students are introduced to some basic principles and then their impact on how they affect things is considered.

### Elements of the course:

Using up to date resources the role of physics in everyday life can be explored and consideration given to what may be possible in the future. The course provides a mixture of theory and practical work to help develop the required skills and knowledge. Part of the learning process involves students continuing their studies after the lesson has finished.

### Where could it take me?

Physics is a well-respected A-level, it is very useful for any science based degree as it encompasses high level scientific and mathematical skills. It really is a gateway qualification for many future courses.

### Assessment:

At A Level all of the units are assessed by means of three written examinations. The third examination paper assesses students' practical and data analysis skills and the option unit. All examinations will be taken at the end of the two year course.

## Entry Requirements

### Minimum Required:

Level 6 in Physics  
Level 6 in Mathematics  
Level 5 in English  
**Standard Sixth Form entry requirements.**

### Preferred Requirements:

Level 7 in Physics  
Level 6 in Mathematics  
Level 6 in English

### Special Requirements: