

	<b>PHYSICS</b>	
	<b>Qualification Level</b>	A-level
	<b>Exam Board/ Syllabus</b>	OCR A
	<b>Contact(s)</b>	Mr Notley

### Why Study This Course?

Physicists are the greediest scientists around as they've chosen to study the entire universe. Physicists look for all the hidden laws that explain why all matter (that's every physical thing) and energy in the known universe exists, where it comes from and how it behaves the way it does. So if you're wondering how forces of nature, like gravity, work or how aircraft stay up in the air, you'll need to go to a physicist like Brian Cox, Stephen Hawking or Albert Einstein for an explanation. Physicists use the laws they uncover to develop new materials, machinery, and technology to improve our lives and help us explore the universe further, from computers to telescopes and spacecraft.

### Course Content/Assessment Pattern/ Structure

Physics A: Content is split into six teaching modules: Modules 1 to 6, combined with the Practical Endorsement. The modules can be summarised as follows:

- Module 1: Development of Practical Skills
- Module 2: Foundations of Physics
- Module 3: Forces and Motion
- Module 4: Electrons, Waves and Photons
- Module 5: Newtonian World and Astrophysics
- Module 6: Particles and Medical Physics

### Exam Structure

- Paper 1 assesses content from Modules 1, 2, 3 and 5
- Paper 2 assesses content from Modules 1, 2, 4 and 6 plus any material appropriately flagged within the specification from Modules 3 and 5
- Paper 3 assesses content from Modules 1 to 6

A-level:		Marks	Duration	Weighting
Paper 1	Modelling Physics	100	2 hours 15 minutes	37%
Paper 2	Exploring Physics	100	2 hours 15 minutes	37%
Paper 3	Unified Physics	70	1 hour 30 minutes	26%

There is also a Practical Endorsement for Physics which is reported separately as Pass/Fail only and does not contribute to the A-Level grade.

### Higher/Further Education & Career Links

Physics is a widely respected and valued qualification and can lead to careers as diverse as architecture to weather forecasting, engineering to computer games design. For a full list of career opportunities visit <http://www.physics.org/careers.asp>.

<i>Business &amp; Innovation</i>	<i>English</i>	<i>Expressive Arts &amp; Languages</i>	<i>Humanities</i>	<i>Mathematics</i>	<i>PE</i>	<b>Science</b>
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