Preparing for A- Level Law

Trial Exams – (Students will sit 3 papers)

Paper 1 (crime) Tuesday 24th Jan PM 2hrs

Paper 2 (tort) Monday 30th Jan AM 2hrs

Paper 3 (contract) Wednesday 1st Feb AM 2hrs

Summer 2023 Exams

Paper 1 - Friday 26th May AM 2hrs

Paper 2 - Tuesday 6th June PM 2hrs

Paper 3 - Monday 12th June PM 2hrs

Where are we?

Having completed the course content, we now have an extended period to revisit past topics (particularly those identified by students). We will be focusing on building on prior work, reinforcing knowledge, strengthening recall on cases and practicing and re-practicing exam technique

What other support is on offer?

Revision class

Thursdays SF02 - 3.15 to 3:45

These sessions will each focus on individual topics and will cover both content and technique with targeted

Exam practice session

Mondays SF01 - 315 to 16:00

These sessions are designed to enable students to give students experience in answering exam questions in exam style conditions.

How do I prepare for my exams?

Don't waste as a single day!

Use the knowledge guides on GC to familiarise yourself with the substantive and non-substantive topics required for each paper.

Ensure that you have enough content for each topic which should include authority, cases and statute.

Flowcharts and KOs should back up your notes not replace them.

Do what works for you, mind maps, written notes or flash cards to aid retention

Practice practice, practice! Completing and recompleting past papers is the best way to become exam ready!

Anything else?

Use your teacher, they want you to do well and will help as best they can to support you.

The AQA revision guide is an invaluable asset in revising need to know content and across all three papers

https://www.amazon.co.uk/My-Revision-Notes-AQA-level/dp/1510429220

Where can I find extra practice questions?

- https://revisionworld.com/a2-level-levelrevision/law-level-revision/law-level-pastpapers/aqa-level-law-past-papers
- Please see your teacher for further sample papers.