Computer systems

• Systems Architecture

• Memory

• Storage

• Wired and wireless networks Network

topologies, protocols and layers

• System security

• System software

• Ethical, legal, cultural and environmental concerns

Written

Examination:

1 hour and 30 mins

(no calculators)

50% of the GCSE

Computational

thinking, algorithms

and programming

• Algorithms

• Programming techniques

• Producing robust programs

• Computational logic

• Translators and facilities of languages

• Data representation

Written

Examination:

1 hour and 30 mins

(no calculators)

50% of the GCSE

Progra• Programming techniques

• Analysis

• Design

• Development

• Testing and evaluation and conclusions

Non-Examined

Assessment

(NEA):

20 hours

Outline:

The qualification will build on the knowledge, understanding and skills established through

the Computer Science elements of the Key Stage 3 programme of study. The content has

been designed not only to allow for a solid basis of understanding but to engage learners

and get them thinking about real world application.

Who is this course suitable for?

This course is suitable for young people who want to investigate how computers work, and

how they are used. You are most likely to enjoy the subject if you have an interest in how

computers work, you are a logical thinker; you enjoy problem solving and have good

mathematical skills.

Post 16 opportunities and Careers:

Students can progress from this qualification to:

• Further studies, for example AS and A-levels.

• Employment, where further training may be available.

• Computer programming and software development.

• Apprenticeship

Subject leader: Mr XXX