Level: GCSE Board: OCR Exam: 100%

GCSE Computer Science is a course designed for those pupils who wish to investigate how computers work. Pupils will be required to develop a technical understanding of computer systems and programming. This course will count towards the English Baccalaureate qualification.

Topics covered by the course will include -

Paper 1:

Systems architecture

Memory and storage

Data representation

Networks

Computer crime and security

Systems software

Legal/ethical/environmental issues when developing new technology.

Paper 2:

Algorithms

Programming fundamentals

Producing robust programs

Boolean logic

Programming languages.

Students will learn programming in order to undertake programming tasks as part of the course. Students will learn how to design, write, test and refine programs. This will support them in their exam as well as provide a practical element to the course.

How will Pupils be assessed?

Assessment will consist of two written examination papers worth 50% each:

Computer systems - 1 hour 30 minutes

Computational thinking, programming and algorithms – 1 hour 30 minutes.

Who is it for?

Pupils who wish to take the programming aspect from KS3 to a higher level.

Pupils who enjoy the technical aspects of computing.

Pupils who are thinking of taking an A level computing course.