Computer Science GCSE – Mr Cripps Overview Students are expected to develop a set of computational thinking skills that enable them to understand how computer systems work, and design, implement and analyse algorithms for solving problems. Students will be given repeated opportunities to tackle computational problems of various sorts, including some substantial problem-solving tasks. Learning to program is a core component of the Computer Science course. Students should be competent at designing, reading, writing and debugging programs. They must be able to apply their skills to solve real problems and produce robust programs. Students will develop an awareness of the influence of computing technology and recognise that computing has an impact on nearly every aspect of the world in which they live. Assessment: Exams Component 1 - Principles of Computer Science: Written examination: 1 hour and 30 minutes 50% of the qualification. Component 2 - Application of Computational Thinking: Practical onscreen exam: 2 hours 50% of the qualification. Post 16 Pathways and Careers This course leads to a range of post 16 pathways, for example an A-level in Computer Science or a Technical Award in Media or ICT. The course can also lead to a variety of career opportunities, including: Database administrator Games developer App Developer Web Developer Information systems manager IT consultant Multimedia programmer Software Engineer (AI, Space Program, Home Electronics) Network engineer Systems analyst, developer