Computer Science

This demanding AQA course is aimed at students who have an interest in a career in computing, engineering or science. Students need to have a keen interest in problem solving and programming and have attained at least a grade 4- in both Mathematics and Computing by February half term in order to be considered for this course.

By studying this course, you will:

* develop an understanding of current and emerging technologies;
* acquire a knowledge of algorithms in programming and programming skills;
* make informed decisions about the use of Computing devices;
* learn about Cyber Security and the issues involved in keeping data and computer systems secure.

Assessment

This course has two components:

‘Computational Thinking and Programming’ assessed through a written paper.

(50% of the GCSE grade).

‘Computing Concepts’ assessed through a written paper.

(50% of the GCSE grade).

Post 16 Progression: This course will allow progression to courses such as A-level

Computer Science. This in turn can lead to a range of careers such as games developer, systems analyst and web developer.

Contact: Mr Mulford