GCSE Computer Science

This thought-provoking and challenging GCSE is an ideal platform to learn and understand

how computer systems work and how they are used in the everyday world. Students will

develop their knowledge and understanding of computer science theory via their study of

the fundamentals of computer systems, computer hardware, software, representation of

data in computer systems, databases, communications and networking and programming. Students will improve their problem-solving skills while using the development life cycle and agile models to analyse and solve problems. Opportunities will be given to undertake practical investigations into the use of computing while programming and development skills will be tested.

The course is assessed via two examinations, 50% each. The first is based around theory

knowledge, and the second is based around programming and algorithm understanding.

This is an excellent foundation for those who wish to follow a course in Computer Science

in the Sixth Form and is also a valued qualification in the world of work and useful for

those with an interest in using computers to solve problems and who wish to learn about

software engineering. There is a mixture of the traditional theory study of computer science

along with its practical element of programming, providing a balanced experience. This is

a fantastic opportunity to take an ever-growing subject that will challenge students to look

at problems in a different light and find practical solutions while gaining understanding of

computer systems.

For more information and to discuss your suitability for this course please speak with Mr

Berkin.