This qualification builds on the foundation of knowledge acquired at Key Stage 3 and is a mixture of theory and practical contexts with problem solving as a key component.

The course is assessed by 100% examination with 1 written exam and 1 practical on screen examination based on Python Programming language.

Exam Board: Edexcel GCSE Computer Science 1CP2.

The course covers 5 key areas:

Topic 1: Computational Thinking

Topic 2: Data

Topic 3: Computers

Topic 4: Networks

Topic 5: Issues and Impact

Topic 6: Problem Solving with programming

Why Computing?

By studying computing, learners will develop their creativity and problem solving skills by giving them requirements to create digital products, and express themselves using suitable software. They will develop computational thinking skills in different contexts in preparation for future employment or study. They will develop a rich and varied technical vocabulary and be able to engage in their work independently whilst being active readers, effective writers and confident speakers.

The core of Computing is Computer Science, where studentss explore Computer Systems, how digital systems work and the development of a solution through Programming and Design. Students also explore IT skills to understand networking and create programs and digital content.

Computing also ensures that pupils become digitally literate with the necessary skills and knowledge to be an effective, safe and discerning user of a range of computer systems. We teach research approved content from the UK Council for Internet Safety's (UKCIS) framework “Education for a Connected World”. Computing has excellent STEM links in particular with science, engineering, mathematics and the arts.

We also run after school intervention sessions for Year 11, which focuses on examination questions and techniques.

For more information please contact Mr S James, Computing Subject Leader.

To find out more, please click on this link: https://www.gov.uk/government/publications/education-for-a-connected-world