Course: OCR Computer Science GCSE

Paper 1: Computer Systems (50%), 1 hour 30 minutes written paper (no calculators allowed).

Paper 2: Computational thinking, algorithms and programming (50%), 1 hour 30 minutes written

paper (no calculators allowed).

Controlled Assessment: Programming project, 20 hours. Non-exam assessment.

Course Description

This qualification builds upon the knowledge, understanding and skills established through

the Computer Science elements of the Key Stage 3 programme of study. The content has

been designed not only to allow for a solid understanding of the fundamentals that

underpin computing but also to engage learners and to consider real world application of

computational logic.

Computer systems - This component will introduce learners to the Central Processing Unit

(CPU), computer memory and storage, wired and wireless networks, network topologies,

system security and system software.

Computational thinking, algorithms and programming - Learners will be introduced to

algorithms and programming, learning about programming techniques, how to produce

robust programs, computational logic, translators and facilities of computing languages

and data representation. Learners will become familiar with computing related

mathematics.

Programming project - Learners will need to create suitable algorithms which will provide a

solution to the problems identified in the task. They will then code their solutions in a

suitable programming language. The solutions must be tested at each stage to ensure

they solve the stated problem and learners must use a suitable test plan with appropriate

test data.

Progression Routes

The natural progression would be to take an A Level in computer science or one of the

many other STEM subjects that it underpin like science and engineering. Computing and

Computer Science are fast growing industries and the technology is always adapting to

meet different needs. This opens the door to many different job roles from IT support to

Game Testers and Programmers.

For further information, please contact our Subject Leader of Comp Science: Mr Davies