Examining Body: OCR

Mr Jones

50 % Examination (1hr 30mins) 80marks

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Practical programming tasks (NEA)

Computing is of enormous importance to the economy. The role of Computer Science as a discipline itself and as an

underpinning subject across science and engineering is growing rapidly.

Businesses today require an ever-increasing number of technologically aware individuals. This is even more so in the gaming,

mobile and web related industries. This qualification offers students an in-depth understanding of how computer technology

works. It offers an insight into what goes on ‘behind the scenes’, including computer programming.

Students will learn the theory behind computing systems and how they work. Focussing on the particular roles of the

components inside a computer and how they impact on the performance of computers. They will also learn how to think

abstractly and gain an understanding or how to plan, develop, create and test a program. These skills will then be used in a

practical setting for the programming task within the subject where they will have to write a program for a scenario provided.

Homework - Students will be given homework on various topics and exam questions throughout year 10 and 11. They may

also have to complete some aspects of programming in their own time.

This exciting new qualification allows you to explore how computer systems work. You will also get the chance to develop the

necessary skills to write your own computer programs from scratch

Qualifications:

• A level Computing

• Apprenticeships in computing

Possible Careers

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• Web Designer

• Advertiser/Marketing

• Computer Game Designer

• Film Animator

• IT or Media Sector