

# Computer Science

Head of Department:  
**Mr G Bradshaw**

*Computer Science develops logical thinking and problem solving skills and is a highly-regarded qualification for future career opportunities in the 21st Century. Students will develop solutions through programming and will use computational thinking to understand concepts such as artificial intelligence and to develop systems to help society*

## GCSE Computer Science

Awarding Body: AQA

Possible Grades: 9-1

### Course Outline

The course combines the practical problem solving and programming methods with the theoretical knowledge of computer hardware and software. A number of applications will be programmed for the programming project part which will combine a number of techniques. The skills of programming will be built up in a structured manner. The completed programs will then be complemented with a written report where the will be evidence of design, implementation, testing and evaluation. The computational thinking element will require a good problem solving capability and independent thinking. The computer systems examination will assess a range of knowledge such as binary and the central processing unit through to legislation, ethical and environmental issues.



### Assessment

Written examination: 80%

Non-exam assessment (NEA): 20%

Unit 1 Computer systems – Terminal examination - 1 hour 30 mins – 40%

Unit 2 Computational thinking – Terminal examination – 1 hour 30 mins – 40%

Unit 3 Programming project – Year 11 NEA – 20%

Specification link:

<http://ocr.org.uk/qualifications/gcse-computer-science-j276-from-2016/>

Recommended text:

OCR Computer Science for GCSE Student Book (Hodder 2016)

