Subject: Computer Science	**Exam Board: OCR**	WHICH WAY WILL YOU CHOOSE
Qualification: GCSE	**Specification Code: J277**	

Who is the course for?

This course is designed for students who are curious about how technology works and are keen to develop the skills needed to create their own digital solutions. It is ideal for students who enjoy problem-solving, logical thinking, and working creatively with technology. Whether you aspire to a future career in software development, cybersecurity, artificial intelligence, or simply want a solid understanding of the digital world, this course offers a strong foundation.

No prior knowledge of Computer Science is required, but a strong interest in technology and a commitment to learning are essential. This course will prepare you for further study in Computer Science or related fields and develop skills highly valued in many industries, including critical thinking, analytical skills, and programming expertise.

What will I learn?

In this course, you will explore the fundamental principles of Computer Science and develop both theoretical and practical skills. Topics covered include understanding how computer systems work, how data is represented and processed, and how networks communicate. You will gain hands-on experience in programming, learning to write, debug, and improve code to solve real-world problems.

You will also explore broader concepts such as cybersecurity, ethical issues in technology, and computing's impact on society. By learning about algorithms and computational thinking, you will develop strategies for approaching complex problems logically and systematically.

This course will equip you with transferable skills such as critical thinking, problem-solving, and resilience. Whether designing a game, creating an app, or analysing the security of a system, you will apply your knowledge to practical and engaging projects that prepare you for further study or careers in the ever-evolving field of technology.

How will I be assessed?

2 x External examinations (Computer Systems & Computational Thinking) = 100%

1 x Non exam assessment (20 Programming Lessons) = Mandatory but not assessed

The non-exam assessment allows the practice of skills which are assessed in the examinations.

This qualification is graded on a 9-1 scale.

How can I progress with this qualification?

QEGS	**QEGS Sixth Form**	**The future:**
GCSE Computer Science	A Level Computer Science	University. College, Apprenticeship Games or Web Developer Graphic Designer Ethical Hacker Cyber Security Analyst Animator Product Designer Database Developer Data Scientist Software Engineer Project Manager & more