Computer Science

What will I need before taking this course?

GCSE in Computing at Grade 6 or above, an interest in Mathematics with a Grade 6 or above. Students who have not studied Computing at GCSE Level will be considered on an individual basis but will be required to undertake significant personal study for the programming component.

Assessment and Grading

80% examination

20% programming controlled assessment

This is a 'linear' qualification

How will I learn?

You will start by learning additional programming techniques as these underpin success in Computer Science by enabling us to teach the computational thinking elements of the qualification. There will then be a mixture of 'hands on' and theoretical sections where you will learn in groups and individually, with a focus on investigation and creativity.

What can I do at the end of the course?

Computer Science is a practical subject where students can apply the academic principles learned in the classroom to real-world systems. It is a very creative subject that combines invention and excitement, and there are many links to other disciplines. Students who have studied Computer Science can progress to further studies to become software engineers, systems analysts, web designers/developers, database administrators or project managers. The skills obtained through Computing, such as independent enquiry, problem solving, organisation and time management are valuable in many careers.

What will I learn?

The three core units are:

Computing Principles (learning how a computer works – the hardware and software required as well as legal, moral and ethical issues).

Algorithms and Programming (computational thinking and problem solving through understanding and analysing algorithms).

Programming project. This is where an unseen programming task is completed during exam conditions in lesson time.

AWARDING BODY	OCR
CONTACT FOR FURTHER DETAILS	Mr Laing—Head of Computing