Computer Science

Course Aims

To provide students with an exciting opportunity to investigate how computers work and how they are used, to develop computer programming and problem-solving skills.

What you will study

You will complete 3 units:

Component 01 – Computer Systems

This unit involves the study of: System architecture, Memory, Storage, Wired and wireless networks, Network topologies, Network security, System software and Moral, social, legal, cultural and environmental issues.

Component 02 – Computational Thinking, Algorithms and Programming

This component is focused on the core theory of computer science and the application of computer science principles, including: Algorithms, High and low level programming, Computational logic and Data representation. You will also put theory into practise with 'hands on' programming activities, developing a range of standard algorithms, such as search and sort, in addition to problem solving tasks.

Coursework requirements

The course is taught through lots of practical work, but at the moment, we do not know what form practical assessment will take.

The Facts

Subject	Level	Exam Board	Time Allocation	Assessment	Access to grades
Computer Science	GCSE	OCR	3 lessons	**3 Units of work** Component 01 : 90 minute written paper 50% Component 02: 90 minute written paper 50%	9 - 1

Further study and future careers

Computer Science is becoming a fundamental part of all businesses and organisations. The course is an excellent preparation for further study at Post 16 and good grounding for a wide range of careers including; the gaming industry, computer engineer, software engineer, data modeller, systems administrator, network administrator and cyber security. In addition, it will benefit any career requiring analytical and problem solving skills.

For further information talk to
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