COMPUTING

Exam Board – OCR Level 2 GCSE (9-1) in Computer Science (J277)

GCSE Computing

Course Description –

Students will understand and apply the fundamental principles and concepts of Computer Science, including abstraction, decomposition, logic, algorithms, and data representation. They will analyse problems in computational terms through practical experience of solving such problems, including designing, writing and debugging programs. Students will practice skills in thinking creatively, innovatively, analytically, logically and critically. Other elements of the course consist of understanding the components that make up digital systems, how they communicate with one another and with other systems and understand the impacts of digital technology to the individual and to wider society.

Assessment –

Computer systems (Written paper 1hour 30mins) – 50% of qualification
Computational thinking, algorithms and programming (Written paper 1hour 30mins) – 50% of qualification

Why study Computing?

This course is a challenging and exciting insight into Computer Science as well as providing a solid foundation in programming. This course will give students a very strong start for pursuing Computer Science at A level or consolidating the knowledge needed for an apprenticeship. There are many transferable skills that students learn such as logical thinking and problem solving which will help them with any course, not just those that intend to do Computing at A level.

Further information on Computing can be obtained from Mr E Cope, Head of Computing.

Please note that students wanting to choose Computing as their practical assessment option (step 3 on the subject choices form) must be in set M or set A for Maths in Year 9. This is because the mathematical and programming content of the GCSE is such that to access the qualification in just 2 periods per week is very challenging.