Computer Science GCSE

Overview

The digital world is becoming more and more connected through new technology and the way in which we interact with this technology. By taking computer science you will look at the key fundamental principles surrounding physical and virtual aspects of Computer Science. You will develop you understanding of how physical and virtual elements of computer systems interact and share data. You will gain valuable knowledge in the use of programming which an in-demand skillset for many jobs across many industries.

Topics

J277/01: Computer systems

o 1.1 Systems architecture
o 1.2 Memory and storage
o 1.3 Computer networks, connections and protocols
o 1.4 Network security
o 1.5 Systems software
o 1.6 Ethical, legal, cultural and environmental impacts of digital technology

J277/02: Computational thinking, algorithms and programming

o 2.1 Algorithms
o 2.2 Programming fundamentals
o 2.3 Producing robust programs
o 2.4 Boolean logic
o 2.5 Programming languages and Integrated Development Environments

Assessment

Unit	Assessment	Weighting
J277/01	Exam	50%
J277/02	Exam	50%
Practical Programming *	Project	0%

*Students will be given the chance to engage in a Practical Programming element of the course as outlined by the specification. This will not be assessed adding points towards the overall qualification.

- If you require any further information or have any questions, then please contact Mr Bainbridge, Head of Computing via email – gregg.bainbridge@consilium-at.com

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