



KIRKHAM
GRAMMAR SCHOOL

COMPUTER SCIENCE

Examination Board: OCR

Course: GCSE Computer Science allows pupils to study the well-established theories and methodologies of computing and computer programming alongside looking at the technological advances and ethical issues within this area.

The subject content includes:
Wired and wireless networks
Data representation
Systems Architecture, Memory and Storage
Cyber security and privacy
Ethical, legal, cultural and environmental concerns
Computational thinking and logic
Algorithms
Computer programming (in Python)
Translators and facilities of language
Testing and procedures to ensure robust programs

Assessment: **Paper 1:** Computer Systems (50%)

A mix of multiple choice, short answer and long answer questions assessing a pupil's theoretical knowledge of computers and computing systems.

Paper 2: Computational thinking, algorithms and programming (50%)

A mix of multiple choice, short answer and long answer questions assessing a range of more practical topics within computer science such as use of binary and computing algorithms.

Non-Exam Assessment:

As part of the course, pupils will undertake a programming project to allow them to apply the knowledge and skills gained throughout the course to solve a practical problem. The task will require the development of a fully coded computer programme which has



KIRKHAM

GRAMMAR SCHOOL

been designed, written and tested by the pupils to solve the chosen problem. Pupils will also produce an original report to document the analysis, design and development of their solution.