

Students who are unlikely to achieve their end of year 9 target grade may be guided into BTEC Digital Information Technology in year 10.

<b>Subject Title</b>	<b>OCR GCSE (9 – 1) in Computer Science (J276)</b>
<b>Assessment</b>	<p><b>Examination:</b></p> <ul style="list-style-type: none"> <li>• Component 01 – Computer Systems, exam paper 1:30 hours, <b>50%</b></li> <li>• Component 02 – Computational thinking, algorithms and programming, exam paper 1:30 hours, <b>50%</b></li> </ul> <p>Programming Project - 20 timetabled hours. Formally required to consolidate the learning across the specification through practical activity but the work produced does not form part of the final marks.</p> <p>Learners must take Component 01 and Component 02 to be awarded the OCR GCSE (9–1) in Computer Science</p>
<b>Expectations outside of classroom</b>	<p>Pupils are required to independently learn different programming techniques and languages by complete programming challenges to further develop their programming skills since all techniques cannot be taught in class.</p>
<b>Course description</b>	<p>Computer technology continues to advance rapidly and the way that technology is consumed has also been changing at a fast pace over recent years. The growth in the use of mobile devices and web-related technologies has exploded, resulting in new challenges for employers and employees. For example, businesses today require an ever-increasing number of technologically-aware individuals. This is even more so in the gaming, mobile and web related industries and this specification has been designed with this in mind.</p> <p>Students studying this specification will learn how to create applications that:</p> <ul style="list-style-type: none"> <li>• Run on mobile devices</li> <li>• Operate in a web enabled environment.</li> </ul> <p>In addition, they will:</p> <ul style="list-style-type: none"> <li>• Learn how to create simple computer games</li> <li>• Gain an understanding of the fundamental concepts around creating software applications</li> <li>• Have the opportunities to work collaboratively.</li> </ul> <p><b>Component 01 – Computer Systems</b> Systems Architecture; Memory; Storage; Wired and wireless networks; Network topologies, protocols and layers; System security; System software; Ethical, legal, cultural and environmental concerns</p> <p><b>Component 02 – Computational thinking, algorithms and programming</b> Algorithms (Algorithm questions are not exclusive to Component 02 and can be assessed in either component.); Programming techniques; Producing robust programs; Computational logic; Translators and facilities of languages and Data representation.</p> <p><b>Programming Project</b> Programming techniques; Analysis; Design; Development; Testing and evaluation and conclusions</p>