Computer Science

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| **Methods of Assessment:** | **OCR Computer Science**  Two exams at the end of Yr 11.  Paper 1 – Theory paper – 80 marks , 90 mins (50% weighting)  Paper 2 – Programming paper – 80 marks, 90 min (50% weighting)  [Specification](https://www.ocr.org.uk/Images/558027-specification-gcse-computer-science-j277.pdf) |
| **Course Outline:** | **Paper 1- Computer systems:**  Section 1- Systems architecture, memory & storage  Section 2- Data representation  Section 3- Computer networks, connections and protocols,  Section 4- Network security & system software,  Section 5- Ethical & environmental issues.  **Paper 2- Computational thinking, algorithms & programming:**  Section 6- Algorithms,  Section 7- Programming,  Section 8- Logic & languages. |
| **Progression routes:** | A-levels, BTEC IT, University degree or Apprenticeship.  [National Careers Service – Computing and IT](https://nationalcareers.service.gov.uk/job-categories/computing-technology-and-digital) |
| **How you will learn** | In computer science we use mostly videos. Students have to watch a video on the section being taught in preparation for the lesson and then the lesson is explained using PowerPoints. H/W is set every week. ALL information regarding the H/W, syllabus and general information is shared via MS Teams.  Short tests are given often to test recall and at the end of every section, a test is given. Most of the syllabus is covered in Yr 10 so that we can concentrate on revision in Yr 11. |
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