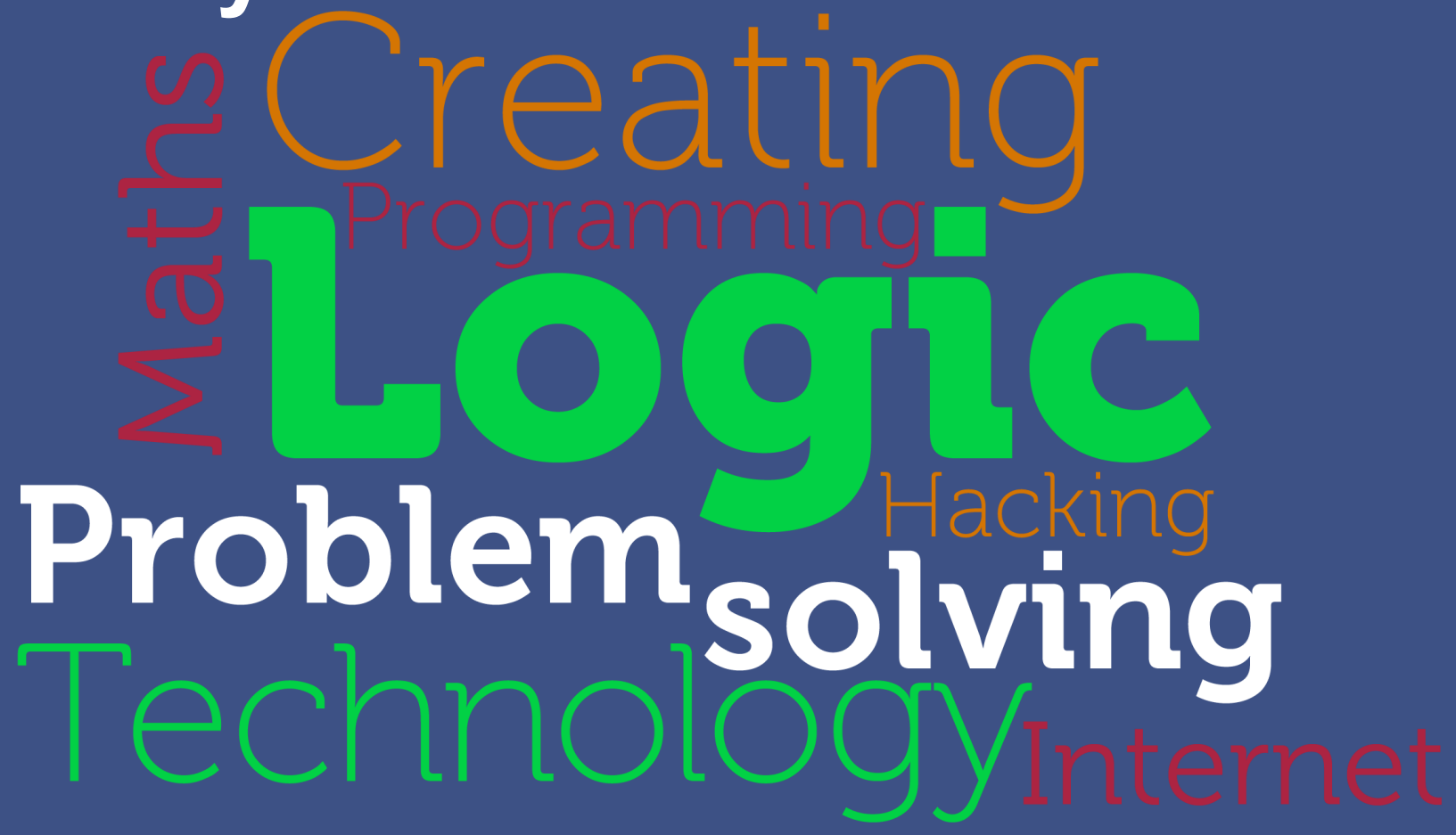
GCSE 9-1
COMPUTER SCIENCE

Do you like…?


Creating
Maths
Programming
Logic
Problem
Hacking
solving
Technology
Internet

Course content:

- The GCSE comprises two units and each unit is assessed through an external exam – each exam is worth 50% of the qualification
- There will be ample opportunity to program during the course – you will be given a programming project to complete, but the marks won't count which takes the pressure off you but helps you build your confidence in writing codes
- The grades are from 1 to 9. 1 is the lowest and 9 is the highest grade

Unit 1 - Computer systems:

There are six topics in unit 1, which cover all the theory knowledge you need to understand how computers work, how they connect to other computers and their impact on the world.

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

Unit 2 - Computational thinking, algorithms and programming:

This is the more practical unit, where you practice how to write algorithms and codes, and make them efficient. You will also explore the ways codes have changed over the decades.

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

Why choose Computer Science?

Computers are changing every part of our lives at an ever-increasing rate – why not drive the future?

In this GCSE:

- Experience programming and making new software
- Find out how hackers attack computers
- Discover how computers work
- Solve logical problems

The course will challenge you and make you think out of the box but the skills you develop will help change the future and it is a rewarding experience.

Watch the YouTube video in the link below:

https://www.youtube.com/watch?v=Dv7gLpW91DM