

KS4 GCSE Computing

Course Specifications

Exam board: OCR
Course type: GCSE

Course Description

Our GCSE Computing gives students a real, in-depth understanding of how computer technology works. It offers them an insight into what goes on 'behind the scenes', including computer programming, which many students find absorbing.

Skills & Abilities

You will enjoy this course if you like to:

- Explore the theoretical side of Computing
- Use programming skills
- Use Mathematical skills to solve problems

Assessment

The course is split into 3 units:

- Unit 1: computer systems (exam: 40%)
- Unit 2: Computational Thinking (Exam: 40%)
- Unit 3: Programming project (Controlled Assessment: 20%)

Careers & Progression

A computing qualification is a good basis for work as an IT technician, IT consultant, computer engineer, software engineer, analyst, data modeller, systems administrator, network administrator, software applications developer, programmer and development. Further specialised study can lead to employment in the gaming industries.

Guidance & Advice

Further reading

Books: Trigger Happy: The inner life of videogames - Stephen Poole, Accidental Empires - Robert X Cringely

Magazines: Wired, New Scientist

Visit: The National Museum of Computing: <https://www.tnmoc.org/>
