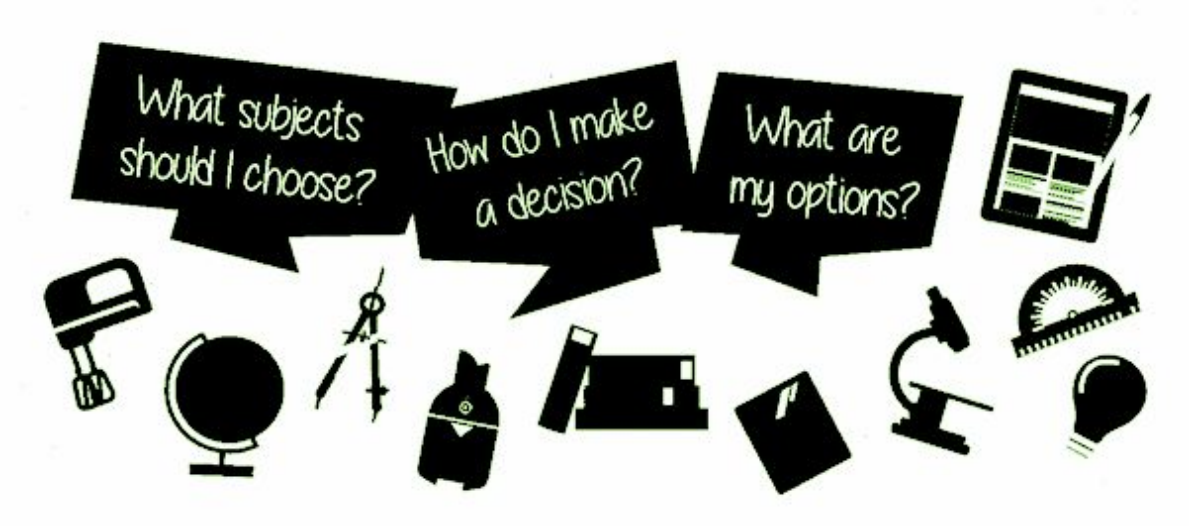
ALPERTON
COMMUNITY SCHOOL



Year 9 Options

GCSE Computer Science

Aspire Commit Succeed

Year 9 Options | Welcome

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.

You will enjoy this course if you like to:

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

Entry requirements: Maths 6+, ICT 5+

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Year 9 Options | Course content

Content Overview

J277/01: Computer systems

This component will assess:

- 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

J277/02: Computational thinking, algorithms and programming

This component will assess:

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

Click Here for Year 9 Page for detailed information

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Year 9 Options | Assessment

Assessment Overview

Written paper: 1 hour and 30 minutes
50% of total GCSE
80 marks

This is a non-calculator paper.

All questions are mandatory.

This paper consists of multiple choice questions, short response questions and extended response questions.

Written paper: 1 hour and 30 minutes
50% of total GCSE
80 marks

This is a non-calculator paper.

This paper has two sections: Section A and Section B. Students must answer both sections.

All questions are mandatory.

In Section B, questions assessing students' ability to write or refine algorithms must be answered using **either** the OCR Exam Reference Language **or** the high-level programming language they are familiar with.

Click Here for Year 9 Page for detailed information

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Year 9 Options | Other info ...

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.

Year 9 Options | Other info ...

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/

Year 9 Options | Questions?

Contact M.Sattar@alperton.brent.sch.uk for more information.

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