



# COMPUTER SCIENCE KEY STAGE 4 SCHEDULE

## MODULES/UNITS

### 01: COMPUTER SYSTEMS

This unit covers the body of knowledge about computer systems on which the examination will be based.

### 02: Computational thinking, algorithms and programming

This component incorporates and builds on the knowledge and understanding gained in Component 01, encouraging learners to apply this knowledge and understanding using computational thinking.

### 03: Programming project

Students will need to:

- o Understand standard programming techniques
- o Be able to design a coded solution to a problem including the ability to:
- o Create a coded solution fully annotating the developed code to explain its function
- o Test and evaluate their solution

## COURSEWORK DEADLINES/EXAMS

## WHEN

01 AND 02 EXAMINATION

TERM 9

03 PROGRAMMING PROJECT

TERM 7

## PROJECTS/SCHEME OF WORK/TOPICS

## DURING

PROGRAMMING IN PYTHON

YEAR 9

01 AND 02

YEAR 10

02 and 03

YEAR 11

## OTHER INFORMATION

01 1hour and 30 minutes written paper – 80 marks- 50% of GCSE

02 1hour and 30 minutes written paper – 80 marks- 50% of GCSE

03 Programming Project- Programming Task. Design, develop and test a solution to a problem within the OCR set scenario . Not assessed.

The computer science department makes available all the necessary resources and materials for the GCSE Computing course

[Specification](#)