




<http://www.aqa.org.uk/subjects/computer-science-and-it/gcse/computer-science-8520>

Synopsis

<p>AQA GCSE Computer Science is a linear qualification. All assessment is completed in Year 11 (two written examinations worth 40% each and one non-examination assessment worth 20% of the GCSE).</p>	
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Year 10: Preparation for "*Paper 1: Computational thinking and Problem-Solving*". A significant number of Guided Learning Hours will be devoted to the development of intermediate-level Python programming skills.

Year 11: Preparation for "*Paper 2: Theoretical Knowledge*" and completion of the non-examination assessment (a substantial programming task and subsequent report that must be completed within 20 hours under controlled conditions).

Specification

Here is just a sample of the topics that are covered by this course:

- *Fundamentals of algorithms*
- *Programming*
- *Fundamentals of data representation*
- *Computer systems*
- *Fundamentals of computer networks*

Structure of the course

Two written examinations in the summer of Year 11 (worth 40% each of the GCSE) and one non-examination assessment (worth 20% of the GCSE and completed under controlled conditions in timetabled computer science lessons).

Prospective timeline

Year 10: Completion of the course material required for success with "*Paper 1: Computational thinking and Problem-Solving*".

Year 11: Completion of the course material required for success with "*Paper 2: Theoretical Knowledge*".

Textbook and revision guide

Book title	ISBN
<i>AQA GCSE (9-1) Computer Science by Steve Cushing</i>	978-1-4718-6619-7

Further study opportunities

A-level	College
A-Level Computer Science Level 3 IT Technicals.	A-Level Computer Science Level 3 IT Technicals. Level 3 BTEC Computer Science / ICT
University	Apprenticeships
Computer Science Software Engineering Gaming	ICT Networking Systems Development

For further information regarding apprenticeships visit:

<http://www.apprenticeships.org.uk>

Who is this qualification suitable for? If your interests are primarily around the development of computer networks or control systems and/or the creative and innovative design and creation of software programme solutions, then this course could be for you!

Prerequisites for studying GCSE Computer Science: You should have GCSE target grades in your core subjects of at least Level 4. As this a mathematically-based course, you should be particularly strong in mathematics and science.

Further information

If you have any queries regarding the study of GCSE Computer Science, then please do not hesitate to contact the Head of Subject, Mr S. Holsgrove at;

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