

COMPUTER SCIENCE

EXAM BOARD = OCR GCSE COMPUTER SCIENCE (J277/01)

COMPONENT 1 – COMPUTER SYSTEMS (50% OF GCSE)

1.1 - Systems Architecture

1.2 - Memory and Storage

1.3 - Computer Networks, Connections and Protocols

I.4 - Network Security

1.5 - Systems Software

1.6 - Ethical, Legal, Cultural and Environmental Impacts of Digital Technology

80 marks

1 hour and 30 minutes

Written paper

(no calculators allowed)



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COMPONENT 2 – COMPUTATIONAL THINKING, ALGORITHMS & PROGRAMMING (50% OF GCSE)

2.1 - Algorithms

2.2 - Programming Fundamentals

2.3 - Producing Robust Programs

2.4 - Boolean Logic

2.5 - Programming Languages and Integrated Development Environments

80 marks

1 hour and 30 minutes

Written paper

(no calculators allowed)



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PRACTICAL PROGRAMMING (COMPULSORY)

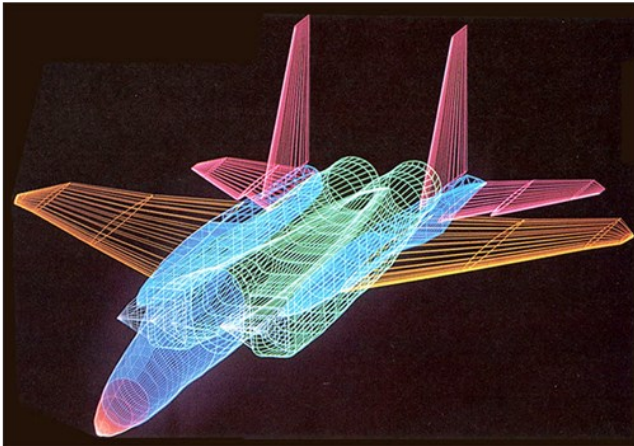
- Programming techniques
- Analysis
- Design
- Development
- Testing and evaluation and conclusions

20 timetabled hours

Not externally assessed

Formal requirement

Consolidates the learning across
the specification through
practical activity.



WHY COMPUTER SCIENCE GCSE?

- ❖ Far less ICT based – so not using “Office” software and **application**, but **programming** your own **applications**.
- ❖ Have an expanded **maths** focus.
- ❖ Focus on **computational thinking, system security** and writing **algorithms and programming**.
- ❖ Allow student to apply the **academic principles** learned in the classroom to **real world** systems.
- ❖ Give students a **clear progression** into higher education.
- ❖ Above all else, the **Computer Science** specification will be relevant to the modern and changing world of computing!

Possible future careers:

- Mobile Application Developer
- Video Game Designer
- IT Security Specialist
- Computer Systems Analyst
- Web Developer
- Software Engineer
- Technology Manager
- Network Administrator

