



## Computer Science

**Examination Board:** AQA  
**Examination Code:** 8525

### Outline of the Course

#### You will learn about:

- Practical programming
- Computing fundamentals

### What will you learn?

#### Practical programming

Working independently, students demonstrate their ability to code a solution to a given problem. Exam board tasks are set in engaging and relevant contexts, for example gaming, web and mobile phone applications.

#### Computing fundamentals

Students will study topics including algorithms, networking, programming theory, computer structure, and technology in society.

### How will I be assessed?

Students will sit two paper-based exams on Computer Science theory, including a range of types of questions from very short to extended answers.

### Mark Breakdown

Paper 1 – Problem Solving -50% of the overall grade  
Paper 2 – Theoretical Knowledge – 50% of the grade

### Website links

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

### Key Dates

Exam: May/June Year 11

### Further Information

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### What can I do after I have completed the course?

GCSE Computer Science is accepted for entry to Sixth Form and at A Level to higher education. It provides students with the skills for logical thinking, problem solving and practical programming. Students can go on to study Software Engineering (for Games, Apps, or Business development), any other science or engineering field, or Computer Science at higher levels.

