

Computer Studies	
Examination Board	Code
AQA	8525

Outline of the Course

Topics studied in Year 10	Topics studied in Year 11
<ul style="list-style-type: none"> • Paper 1: Practical Programming • Paper 1: Fundamentals of Programming • Paper 1: Programming Basics • Paper 1: Programming Technique • Paper 2: Data Representation • Paper 2: Computer Systems 	<ul style="list-style-type: none"> • Paper 2: Computer Networks • Paper 2: Databases • Paper 2: Cyber Security • Paper 2: Impacts of Digital Technology • Paper 1: Algorithms • Paper 1: Practical Programming

What You Will Learn?
<p>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.</p> <p>Computing fundamentals Students will study topics including algorithms, networking, programming theory, computer structure, and technology in society.</p>

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	Website Links
<p>Paper 1 – Problem Solving -50% of the overall grade Paper 2 – Theoretical Knowledge – 50% of the grade</p>	<p>https://www.aqa.org.uk/subjects/computer-science/gcse/computer-science-8525/specification</p>

Key Dates

Exams: May/June Year 11

Further Information

Mrs A. Bashar - Teacher of Computer Science

Mrs S. Zareen - Curriculum Leader for Computer Science

SUBJECT LEADER CONTACT: s.zareen@stretfordgrammar.com

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.

