



## Computer Science

**Examination Board: AQA**

**Examination Code: 8525**

### Outline of the Course

#### Year 10 (Topics studied)

- 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

#### Year 11 (Topics studied)

- 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 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.

<b>Mark Breakdown</b>	<b>Paper 1</b> – Problem Solving -50% of the overall grade <b>Paper 2</b> – Theoretical Knowledge – 50% of the grade
<b>Website links</b>	<a href="https://www.aqa.org.uk/subjects/computer-science/gcse/computer-science-8525/specification">https://www.aqa.org.uk/subjects/computer-science/gcse/computer-science-8525/specification</a>
<b>Key Dates</b>	May Year 11 – Final Written Examination
<b>Further Information</b>	Mrs A. Bashar - Teacher of Computer Science Mrs S. Zareen - Curriculum Leader for Computer Science <a href="mailto:s.zareen@stretfordgrammar.com">s.zareen@stretfordgrammar.com</a>
<b>What can I do after I have completed the course?</b>	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.