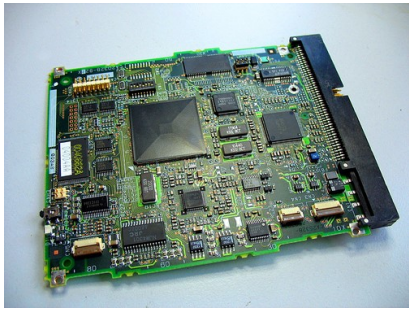


Qualification Name	GCSE Computer Science
Exam Board	Edexcel
Type (e.g. GCSE/BTEC Certificate)	GCSE
Level (1,2 or both)	Both
GLH (Guided Learning Hours)	120
Course Content Outline (What Will I study?)	<p>GCSE Computer Science students will study:</p> <ul style="list-style-type: none"> • The fundamental principles and concepts of computer science, including abstraction, decomposition, logic, algorithms, and data representation. • Problem solving using computational terms through practical experience of solving such problems, including designing, writing and debugging programs. • The components that make up digital systems, and how they communicate with one another and with other systems • The impacts of digital technology to the individual and to wider society • Mathematical skills relevant to computer science
 <p>Typical Lesson/Homework Activities. (How will I study?)</p>	<p>Component 1— Principles of Computer Science 40% of the qualification Theory Lessons</p> <p>Component 2— Application of Computational Thinking 40% of the qualification Theory Lessons</p> <p>Component 3— Project 20% of the qualification Practical lessons</p>
Success Criteria (How will I be assessed?)	<p>Component 1— Principles of Computer Science Written examination: 1 hour and 40 minutes</p> <p>Component 2— Application of Computational Thinking Written examination: 2 hours</p> <p>Component 3— Project Non-examined assessment: 20 hours</p>
Succession Paths Post-16 (What can I do with this qualification?)	<p>A—level Computer Science</p> <p>A– Level Computing</p> <p>BTEC Computing</p>