Subject: Computer Science   Year Group: 11

The GCSE Computer Science 9-1 is engaging and practical, encouraging creativity and problem solving. It encourages students to develop their understanding and application of the core concepts in computer science.
Students develop programming skills using programming languages such as Python or JavaScript. Students also learn about computing concepts such as Data Representation (Binary, hexadecimal number systems), computer networks, systems architecture and algorithms.

TERM 1	TERM 2	TERM 3
Computational thinking, algorithms and Programming • 2.1 Algorithms • 2.2 Programming Fundamentals • 2.3 Producing Robust Programs	Computational thinking, algorithms and Programming • 2.4 Boolean Logic • 2.5 Programming Languages and Integrated Development Environments • Revision	Computational thinking, algorithms and Programming • Revision • Exams

Please refer to the following link for a detailed breakdown of content for each unit above:
https://www.ocr.org.uk/Images/558027-specification-gcse-computer-science-j277.pdf

KEY ASSESSMENTS	KEY ASSESSMENTS	KEY ASSESSMENTS
HALF TERM 1 End of unit test (2.1) HALF TERM 2 End of unit test (2.2 and 2.3)	HALF TERM 3 End of unit test (2.4) HALF TERM 4 End of unit test (2.5)	HALF TERM 5 Revision HALF TERM 6 Revision and Exams

Extended reading suggestions and links to external resources:

Computer Science - https://www.ocr.org.uk/Images/558027-specification-gcse-computer-science-j277.pdf

Practical and theory components of the course are covered in great-depth to accompany all of the computer Science Course