

# COMPUTER SCIENCE GCSE

## GCSE Computer Science

**When Delivered:** One afternoon per week  
**Qualification title:** GCSE Computer Science  
**Awarding Body:** WJEC

### Introduction to the subject

Nationally there is a shortage of students applying for Higher Education and Employment in Computer Science and related areas. This is a two year course designed to provide a foundation for the technical skills such as programming required in this fundamental area of technology. The course will help you to make the most of the power of computers, understanding how they work, and using programming skills to create your own applications.

### Course Content

Learners will follow a GCSE in Computer Science. This includes 2 units:

#### Unit 1 – Understanding Computer Science

This unit helps you to build your understanding of practical aspects of computing such as hardware, software, systems, networks and communication, whilst developing your ability to plan, manage and deliver computer-based solutions to problems in the world around you. Improve team working and develop project management skills.

#### Unit 2 – Computational Thinking and Programming

This unit gives the opportunity to develop your programming skills, before using them to create a solution to a real world problem. Improve your logical and mathematical thinking skills.

### Resources

Learners are expected to have access to a computer at home with Microsoft Windows installed and an internet connection.

### Assessment

#### Unit 1: Understanding Computer Science

Assessed by on-screen examination, duration 1 hour 30 minutes. 50% of qualification 80 marks.

#### Unit 2: Computer Programming

Assessed by on-screen examination based on a pre-released brief, duration 2 hours. 50% of qualification 80 marks.