

Computer Science - OCR

Course Content

Component 1 - Computer Systems

The characteristics of contemporary computer systems, programming techniques, number representation and a range of other computer science theory topics.

Component 2 - Algorithms and Programming

Elements of computational thinking, algorithms, problem solving and programming.

Component 3 - Programming Project

An engaging, extended practical project where learners are expected to develop a programmed solution to solve a real world problem.

Lesson Structure

Your time will be equally split between theory and practical.

Theory lessons will involve a variety of activities from independent research through to creating problem solving scripts. Practical activities will be mostly programming oriented in a range of languages.

Assessment Pattern

Component 1

Written Paper: 2 hours 30 minutes
Weighting: 40% of total A Level marks

Component 2

Written Paper: 2 hours 30 minutes
Weighting: 40% of total A Level marks

Component 3

Non Exam Assessment - internally
Marked and externally moderated.
Weighting 20% of total A Level marks

Extra Information

This GCE specification encourages candidates to gain an understanding of systematic methods – such as the use of algorithms and test strategies, the maintenance of computer systems, and the skills associated with documenting solutions – and encourages candidates to further develop skills associated with applying this knowledge and understanding to producing computer-based solutions to real problems.