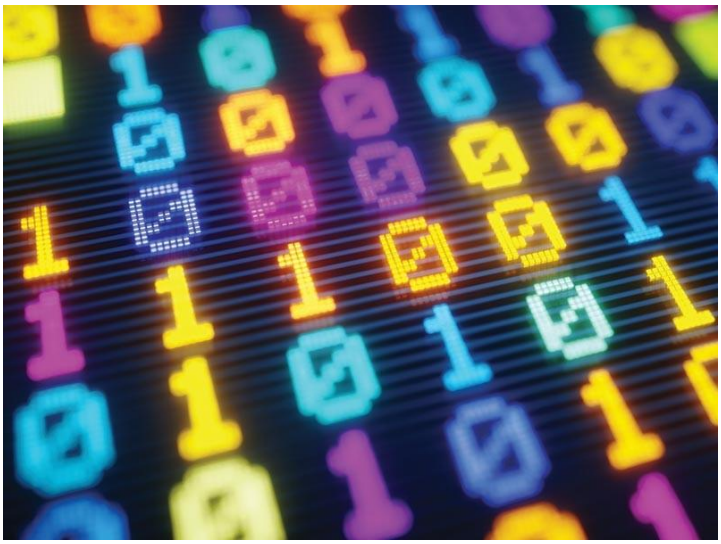
Cabot Learning Federation

King's Oak ACADEMY

MATHS & COMPUTING

COMPUTER SCIENCE



Team Leader (Mathematics and Computing): Mrs C Lovell
Programme Leader: Mrs M Fisher

KEY STAGE 3: Years 7 – 9

Computing

Recent changes in the computing and ICT curriculum have made it important that we introduce the youngest pupils to programming skills and logical thought processes. Lessons are differentiated to ensure that the students can always access challenging tasks, whether they be the 'support' objectives or the 'extension'. Classes are carefully arranged to support students learning and progress is monitored throughout all of KS3. The lessons and projects ensure the breadth of study that the National curriculum requires and allows connections to be made and skills to be acquired ready for the transition into KS4. ICT skills are also embedded within other subjects across the curriculum.

Assessment

Assessment at Key stage 3 takes the form of online assessments. The assessments are analysed by the teacher and gaps in learning then revisited where appropriate.

KEY STAGE 4: Years 10-11

GCSE Computer Science

Exam board: **OCR**

- Gives learners a real, in-depth understanding of how computer technology works.
- Provides excellent preparation for higher study and employment in Computer Science.
- Develop critical thinking, analysis and problem-solving skills.

Assessment Overview:

Component	Marks	Duration	Weighting
Computer Systems (01) Calculators **not** allowed	80	1 hour 30 mins	50%
Computational thinking, algorithms and programming (02)*	80	1 hour 30 mins	50%

Next steps:

A-level Computing, or any other A-levels that involves problem solving.

BSc in Computer Science or other computer related fields.

Possible careers:

If you have a keen interest in computers and programming potential careers could be:

- Web Developer
- IT Systems Analyst
- Software Developer
- Programmer

For more information please visit: http://www.ocr.org.uk/qualifications/gcse-computer-science-j276-from-2016/