

Subject: OCR Computer Science		Year Group: 10
<b>Term 1 Key Focus/Topic(s)</b> Component 1: Computer Systems 1. Systems Architecture 2. Memory 3. Assessment	<b>Term 2 Key Focus/Topic(s)</b> Component1: Computer Systems 1. Storage 2. Wired and Wireless Networks 3. Assessment	<b>Term 3 Key Focus/Topic(s)</b> Component 1: Computer Systems 1. Network topologies, protocols and layers. 2. System Security 3. Assessment
<b>Term 1 Assessment Opportunities:</b> Self, peer, teacher and assessment.	<b>Term 2 Assessment Opportunities:</b> Self, peer, teacher and assessment.	<b>Term 3 Assessment Opportunities:</b> Self, peer, teacher and assessment.
<b>Term 4 Key Focus/Topic(s)</b> Component 1: Computer Systems 1. Ethical, legal, cultural and environmental concerns 2. Unit 1 Exam practice and revision 3. Assessment	<b>Term 5 Key Focus/Topic(s)</b> Component 2: Computational thinking, algorithms and programming 1. Algorithms 2. Programming Techniques 3. Assessment	<b>Term 6 Key Focus/Topic(s)</b> Programming - Basic Programming Techniques (Scratch) 1. Programming Techniques 2. Assessment
<b>Term 4 Assessment Opportunities:</b> Self, peer, teacher and assessment.	<b>Term 5 Assessment Opportunities:</b> Self, peer, teacher and assessment.	<b>Term 6 Assessment Opportunities:</b> Self, peer, teacher and end of year exam.

**Rationale:**

The qualification will build on the knowledge, understanding and skills established through the Computer Science elements of the Key Stage 3 programme of study. The content has been designed not only to allow for a solid basis of understanding but to engage learners and get them thinking about real world application.

**Evaluation:**

The key features of OCR's GCSE (9–1) in Computer Science are:

- A simple and intuitive assessment model, consisting of two papers, one focusing on computer systems and one with a focus on programming, computational thinking, and algorithms. Both papers have identical weighting and mark allocations.
- The specification has been designed to seamlessly transition into Computer Science at AS Level and/or A Level.  
This specification/qualification will enable learners to develop:
- Valuable thinking and programming skills that are extremely attractive in the modern workplace.
- A deep understanding of computational thinking and how to apply it through a chosen programming language.

Students will be assessed at the end of each term with gap analysis being carried out and the results used to evaluate students' performance and progress, with the findings being used to inform future planning.

There will be opportunities built in to allow for, self, peer and teacher assessment that will ensure that all pupils:

- Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems