Computer Science

What is the course?

We follow the OCR Computer Science course, which is a continuation form their GCSE offering. The course is separated into three main sections, which can be summarised as follows:

Paper 1 – Computer Systems (40%):
The characteristics of contemporary processors, input, output and storage devices • Software and software development • Exchanging data • Data types, data structures and algorithms • Legal, moral, cultural and ethical issues.

Paper 2 – Algorithms and Programming (40%):
Elements of computational thinking • Problem solving and programming • Algorithms to solve problems and standard algorithms.

Coursework – Programming Project (20%):
Students choose a computing problem to work through according to the guidance in the specification. • Analysis of the problem • Design of the solution • Developing the solution • Evaluation

The course is taught over three double lessons (1.5hr each) a week and split between two teachers over the two years. The programming language we teach within the lessons is C#.

Exam board information

Full information on topics delivered through the course can be found on the OCR website: https://www.ocr.org.uk/qualifications/as-and-alevel/computer-science-h046-h446-from-2015/

Here, you will find the course specification, along with additional materials aiding assessments and learning.

Transition home learning task

Learn basic C# syntax. You can download Visual studio, which includes C# for free here: https://visualstudio.microsoft.com/vs/express/

•Create a guess the word game (Think a simple hangman game)
–Think about number of guesses (you choose)
–Does the player have a selection to guess from? (you decide)
–Guess letter by letter or just a word? (you determine)

•Use either basic command prompt interface **Or** go full hog and have a GUI.

I am looking for engagement in the work, not a masterpiece. You should be able to explain and talk about your program with me in September.