

Exam Board: AQA
Qualification: GCSE Computing
Assessment Information: 2 Exams, 2 hours and 1 hour 45 minutes
[Link to official specification](#)

Department Information:
 Computing is taught to all KS3 students. Year 7 & 8 have one lesson a week and Year 9 have 3 lessons over a two-week period.
 Computing is chosen as an Option for both AQA GCSE and AQA A level.
 All lessons are taught by specialist teachers.

ACHIEVE in the curriculum:
 Students are expected to be ambitious during their GCSE course. They will have opportunities to collaborate on tasks with their peers. In addition, students can demonstrate their integrity, endurance and versatility particularly when it comes to challenging topics e.g. programming.
 Providing revision resources where needed.

Curriculum Aims & Intent:
 The aim is for students to understand and apply the fundamental principles and concepts of Computer Science, including analysing and solving problems through practical experience by designing, writing and debugging programs.

Resources:
 PG Online resources, AQA resources, the internet, GCSE Pods, laptops/computers.
<https://www.bbc.co.uk/bitesize/examspecs/zkwsjhv>
<https://studyrrocket.co.uk/revision/gcse-computer-science-aqa>
https://www.teach-ict.com/v/GCSE_Computing/AQA_8525/aqa_8525_home.html

How we keep parents informed:
 Year 11 - Progress reports are published 4 times per year, in October, December, February and March, with a face-to-face parents' evening in October.

How parents can help their child:
 Parents/carers can help students by supporting their child's learning and providing a suitable space to study as well as helping them develop good study skills and by encouraging students to be curious and explore topics and applications.

What we study and when:					
Term	Unit, Topic Or Summary Of Work Covered	Knowledge, Understanding & Skills Developed	ACHIEVE / Personal Development Focus	How The Work Is Assessed	Careers Links
1	<ul style="list-style-type: none"> Robust Programs 	<ul style="list-style-type: none"> Writes simple data validation and authentication routines. Carries out testing and corrects errors within algorithms. Identifies test data as: Identifies syntax & logic error. 	Ambitious, Collaborative, Integrity, Versatility and Excellence. Endurance and Happy when problems are solved.	Review/Test after each topic.	IT Industry - Information Systems, Systems Development, Systems Analyst, Programmers, Developers, Database

	<ul style="list-style-type: none"> • High Level / Low Programming • Impacts of Digital Technology • Databases/SQL 	<ul style="list-style-type: none"> • Recognises high- and low-level programming languages and the differences between them. • Explains current ethical, legal, and environmental impacts and risks of technology on society. • Explains the concept of database and relational database. • Understands SQL commands and can carry out SQL queries. 	<p>Ambitious, Endurance, Versatility and Excellence.</p> <p>Ambitious, Collaboration Integrity, Endurance, Versatility and Excellence.</p>		Management, Media, Education. Safe Disposal of Technology.
2	<p>(i) Computer Systems</p> <p>(ii)Data Representation</p> <p>(iii)Programming</p>	<ul style="list-style-type: none"> • Computer Systems Revision Unit • Data Representation Revision Unit <p>Recap/Practice.</p>	Ambitious, Endurance, Versatility and Excellence.	Exam Question Practice	IT Industry
3	Revision	Revision Revisit Topics e.g. Network, Logic Gates, Data Representation, Programming.	Ambitious, Endurance, Versatility and Excellence.	Exam Question Practice	IT Industry
4	Exam Practice/Exams	Exam Practice/Exams	Ambitious, Endurance, Versatility and Excellence.		
5	Exams	Exams/Revision			
6	Exams	Exams/\revision			