

COMPUTER SCIENCE

Course Overview



ABOVE: STUDENTS LEARN TO USE HIGH LEVEL PROGRAMMING LANGUAGES

Cambridge International

IGCSE : INTERNATIONAL GENERAL CERTIFICATE OF SECONDARY EDUCATION

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THIS COMPUTER SCIENCE SYLLABUS AIMS TO ENABLE STUDENT DEVELOPMENT OF:

- COMPUTATIONAL THINKING SKILLS
- AN UNDERSTANDING OF HOW TO SOLVE PROBLEMS USING COMPUTERS
- THE SKILLS NECESSARY TO USE A HIGH-LEVEL PROGRAMMING LANGUAGE
- AN UNDERSTANDING OF THE COMPUTER SYSTEMS AND HOW THEY INTERRELATE
- AN UNDERSTANDING OF THE INTERNET AND ITS ASSOCIATED RISKS
- AN UNDERSTANDING OF THE DEVELOPMENT AND USE OF AUTOMATED AND EMERGING TECHNOLOGIES

Content Overview

COMPUTER SCIENCE

Computer systems

Candidates study:

- **Data representation**
- **Data transmission**
- **Hardware**
- **Software**
- **The internet and its uses**
- **Automated and emerging technologies**

Algorithms, programming and logic

Candidates study:

- **Algorithm design and problem-solving**
- **Programming**
- **Databases**
- **Boolean logic**



COMPUTER SCIENCE

ASSESSMENT OVERVIEW



Grading

All candidates take two components. Candidates will be eligible for grades 9 to 1, where 9 is the highest grade

Paper 1

1 hour 45 minutes

50% of Final Grade

Externally assessed

Computer Systems

75 marks

Short-answer and structured questions based upon the Computer Systems portion of the course. All questions are compulsory. No calculators are permitted.

Paper 2

1 hour 45 minutes

50% of Final Grade

Externally assessed

Algorithms, Programming and Logic

75 marks

Short-answer and structured questions and scenario-based question Questions will be based on the Algorithms, Programming, and Logic portion of the course. All questions are compulsory. No calculators are permitted.

Assessment Objectives

(what students are expected to do)

- Display knowledge and understanding of the principles and concepts of computer science.
- Apply knowledge and understanding of the principles and concepts of computer science to a given context, including the analysis and design of computational or programming problems.
- Provide solutions to problems by evaluating computer systems. making reasoned judgements and presenting conclusions.