



Computing

“Computers are like a bicycle for our minds .”

Bill Gates

Course content

There are many opportunities available to you after studying GCSE Computer Science. Many students progress into various fields including programming, games design, IT security and networking. During the course you will learn about all of the topics mentioned below and gain an understanding of both the theory and practical sides of Computer Science.

Skills developed

- Programming
- Logic
- Problem solving
- Independence
- Creativity

Topics covered

- Systems Architecture, security, software
- Memory and storage
- Wired and wireless networks, topologies, protocols and layers
- Algorithms
- Programming techniques
- Computational logic
- Translators and facilities of languages
- Data representation

For more information

Mr Boote

bootew01@carrmanor.org.uk

