

Pearson Edexcel GCSE (9-1)

Computer Science

best prepares your students for A-Level

The **Pearson Edexcel GCSE (9-1) Computer Science** qualification reflects the fast-changing world of Computer Science. It helps students develop the computational skills they need to progress to A level and beyond.

We do not compromise on content, giving students breadth of knowledge for GCE.

Practical, **on-screen assessments** provide a fully immersive coding experience and prepares students to think programmatically - the closest experience to A level AQA Paper 1.

Topics unique to Pearson Edexcel at GCSE are a steppingstone to the study of A level AQA e.g 'The meaning of the stored program concept', 'The Fetch-Execute cycle and the role of registers within it', 'Units' and 'Signed binary using two's complement'.

Practical programming with a focus on Python is ideal preparation for A level OCR coursework to independently solve a real-life problem.



Our **GCSE (9–1) Computer Science** qualification offers an exciting, practical focus on real-life programming, developing skills relevant to the future.

Practical, **on-screen assessments** create an **interactive coding environment** that readies students for advanced programming tasks without the need for internet access.

Python used as the programming language to simplify delivery and allow focus.

Exam questions **expertly ramped** for a gradual increase in difficulty, **helping build confidence for students**.

Comprehensive teacher support through our materials and the expertise of our subject advisor, Tim Brady.

Schools choose their own IDE for delivery and the on-screen exam.

Prepare your students for Level 3 with **Pearson Edexcel GCSE (9-1) Computer Science**

Did you know

that Pearson Edexcel
GCSE (9-1) Computer
Science is also excellent
progression for
other Level 3
qualifications?

BTEC

The externally assessed units 1, 3 and 4 in the BTEC National Computing pathway are **directly relatable** to the GCSE Computer Science course content.

Pearson Edexcel Computer Science GCSE has **relevance to both** the externally (unit 11) and the internally (Unit 4, 7 and 8) assessed units of work of Btec National IT suite.

T-Level

Elements of the T-Level in
Digital Production, Design and
Development are directly
addressed by the subject
knowledge and experience of the
GCSE Computer Science course. One
of the written examinations and the
'Employer Set Project are Python
based programming.

At The Perse School, we were looking for a GCSE qualification which would better prepare our students for the programming step-up required at A Level. We were delighted when Edexcel launched their current GCSE specification and switched to it immediately. This course choice has been validated by increased uptake at A Level with students so much more equipped with coding/debugging skills and familiarity with hands-on use of an IDE.

Paul Baker, Head of Computing & Digital Strategy at The Perse School