Results of the department from 2023-2024

Key Stage 3 Levels

	Year 7	Year 8	Year 9 At or
	At or above	At or above	above
	expected	expected	expected
	target	target	target
Ursuline	98%	89%	87%

Key Stage 4 – GCSE

	9-7	9-5	9-4
Ursuline	25%	75%	75%

Key Stage 5 – A-Level

	A*-A	A*-B	A*-C
Ursuline	0%	33%	67%

Key Stage 5 – T-Levels Digital (Year 13)

	Distinction*-	Distinction*-	Distinction*-
	Distinction	Merit	Pass
T-Level	80%	100%	100%

URSULINE HIGH SCHOOL

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Open Evening 2024





COMPUTER SCIENCE

Head of Department

Mrs Bhayat

Why Study Computer Science?

An education in Computer Science has many benefits which can be applied throughout the curriculum. Computer Science students learn logical reasoning, algorithmic thinking, design and structured problem solving—all concepts and skills that are valuable well beyond the computing classroom. Students gain awareness of the resources required to create a solution and how to deal with real-world and business constraints. These skills are applicable in many contexts, from Science and Engineering to the Humanities and Business, and have already led to deeper understanding in many areas.

Teaching and Learning

Students in Years 7,8 and 9 follow the KS3 Computer Science curriculum. Students are introduced to a variety of software to write their own computer programs including Scratch, Microbits, Minecraft and Python. Students are introduced to core topics including computational thinking, computer hardware and memory, binary, programming and sequencing.



Progression

Currently, in Years 10/11 students start the OCR GCSE Computer Science course. This is a Level 2 qualification which consists of two examined units and a programming project. The examined units focus on computational thinking including the use and application of algorithmic thinking, and computer hardware and software. Both exams are 50% each. The programming project is not assessed as a final mark towards the grades but is a requirement to allow pupils to build their programming knowledge first hand. At the end of KS4 pupils have the

option to stay and start Digital T-Level or take an A-Level Computing/BTEC IT course at Wimbledon College, who partners with us.

How can I help my daughter if she gets stuck with homework?

- Often the homework will be based on work done in class and your daughter will have examples from the day's work in her folder.
- The teacher also provides an interactive classroom which students and parents can use for support.
- Encourage your daughter to make time before the deadline to seek help from her teacher.
- Encourage the use of the internet to find out answers to questions.

What will my daughter study in Year 7?

Key topics studied in Year 7 from the new curriculum include:

- Understanding the fundamentals of computer systems e.g. the input, process, output, storage cycle.
- Internet Safety
- Algorithms using Flowol and using Scratch.
- Minecraft
- We will also be encouraging students to practice touch typing

ICT Gifted and Talented

- KS3 Code and Logic club and trips/workshops
- Year 10/11 GCSE Computing and trips/workshops