

Pearson Edexcel GCSE (9–1)

Computer Science

Your switching
support guide



Before we get started

We know that choosing a new awarding body is a big decision. We've worked with many teachers making the move to us and are here to make it as easy as possible. We've created a range of specific switching support to save you time, give you confidence and help you from the moment you start delivering the qualification, through to results day and beyond.

Start exploring >>

This switching support guide brings together the information you've told us you need in one handy place, along with clear guidance about where to go next with further questions.

Simply choose the step that's right for you...



Discover the support >

We're here to support you every step of the way with unparalleled free and paid-for resources.



Explore the course >

Here are the essential things to know about the course if you're thinking of switching to us.



Get in touch >

If you like what you see, feel free to get in touch directly about how the course could work for you and your students.



Our Specification

Our **new GCSE (9–1) Computer Science 2020 qualification** offers an exciting, practical focus on real-life programming, equipping students with the computational skills they need to thrive in the fast-changing world of Computer Science.

Paper 1
Principles of Computer Science
Paper code: 1CP2/01

✓ 75 marks ⌚ Written examination: 1 hour 30 minutes
⚖️ 50% of the qualification

Content overview
This paper will assess Topics 1 to 5.

Computational thinking - understanding of what algorithms are, what they are used for and how they work; ability to follow, amend and write algorithms; ability to construct truth tables.

Data - understanding of binary, data representation, data storage and compression.

Computers - understanding of hardware and software components of computer systems and characteristics of programming languages.

Networks - understanding of computer networks and network security.

Issues and impact - awareness of emerging trends in computing technologies, and the impact of computing on individuals, society and the environment, including ethical, legal and ownership issues.

Assessment overview
This paper consists of five compulsory questions, each one focused on one of the topic areas. The questions consist of multiple-choice, short-, medium- and extended-open-response, tabular and diagrammatic items.

Paper 2
Application of Computational Thinking
Paper code: 1CP2/02

✓ 75 marks ⌚ Practical onscreen examination: 2 hours
⚖️ 50% of the qualification

Content overview
This paper will assess Topic 6: Problem solving with programming.

The main focus of this paper is:

- ✓ understanding what algorithms are, what they are used for and how they work in relation to creating programs
- ✓ understanding how to decompose and analyse problems
- ✓ ability to read, write, refine and evaluate programs.

Assessment overview
This paper is practical in nature and requires students to design, write, test and refine programs in order to solve problems.
Students will complete this assessment onscreen using their Integrated Development Environment (IDE) of choice.
They will be provided with:

- ✓ coding files
- ✓ a hard copy of the question paper
- ✓ Programming Language Subset (PLS) – as a booklet alongside the question paper and as a PDF document on the student's computer.

Students should then answer the six compulsory questions onscreen using Python 3.

New for paper 2:
**Practical onscreen
assessment**



Get started straight away

We have everything you need to save time and help you hit the ground running.

- **A Getting Started Guide**
- **Mapping documents** to help ease the transition from your current exam board
- **A free Scheme of Work to help you start planning straight away.**

Unbeatable support and resources 



Unbeatable free support and help with resourcing

- **Four sets of samples papers** (one sample assessment set plus **three complete specimen paper sets**) ready before the first live assessment, to give students plenty of time to prepare for the exams.
- A **Getting Started Guide**, providing guidance on what needs to be covered for each topic area.
- **Lesson plans, activities and solutions** full of practical activities and high quality resources from Pearson and our partners.

- **Exemplar exam materials** , go through the specimen papers and provide expansive examiner commentary on application of the mark scheme as well as showcasing some exemplar answers to the questions.

- A **series of short videos** on the paper 2 assessment illustrating the logistics of the exam, and delving into each question and mark scheme in details.

- Pre-recorded **Getting Ready to Teach training** to help you get up and running.

[Our assessments](#) 



Clear, straightforward and engaging assessments

Designed with an **underpinning pedagogical approach** derived from NCCE Hubs, our assessments ensure real-world programming skills are assessed via a realistic, practical and engaging assessment experience.

- New **onscreen assessment** allows schools to choose which Integrated Development Environment (IDE) to use.
- Students are able complete activities by using their **IDE of choice**, so they are programming in a familiar environment – without the need for Internet access.
- **Gradual ramping of demand** throughout questions helps students build confidence.



Clear, straightforward and engaging assessments

- The papers' consistent assessment structure and straightforward mark schemes make expectations clear to both teachers and students.
- We've chosen python as a vehicle to facilitate the teaching, learning and assessment for all students to get the best possible experience.

Post-results support





Comprehensive assessment support

We provide comprehensive support for understanding the assessment requirements and tracking progress.

- Comprehensive range of **examiner marked student exemplars** covering a range of topics and question types.
- **Detailed assessment guides** for GCSE Computer Science.
- Free access to **ResultsPlus** analysis, allowing you to track your students progress.
- Free **access to marked exam scripts** for Paper 1, so you can easily see your student's performance.

Unparalleled support 



Discover the support

Expert subject advice from Tim

Tim Brady, your dedicated Computer Science Subject Advisor, is on hand to help with any questions you may have and make your switch as easy as possible.



You can [sign up](#) for regular updates, or email him at

TeachingComputerScience@pearson.com

call Tim on **0333 016 4160**

or join the [Facebook support group](#).

Unparalleled support 



Discover the support

Unparalleled support

Discover our wide range of free and paid-for resources for **Computer Science**

Free support

Pearson published resources

Click on book cover to see sample material.

Help with resourcing





Help with resourcing

We're here to help make sure that cost isn't a barrier to you making the move, so [get in touch >](#) to discuss the offers and packages open to you.

REVISE

Active Learn

Course essentials

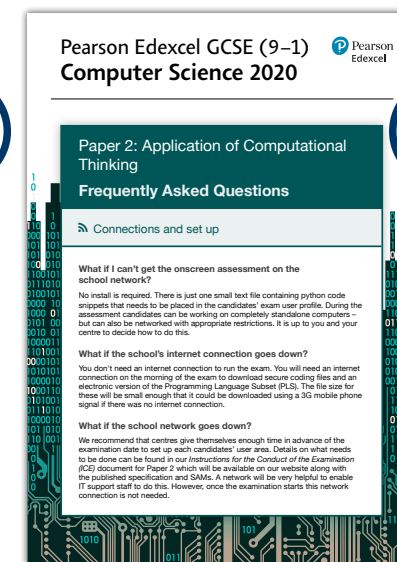
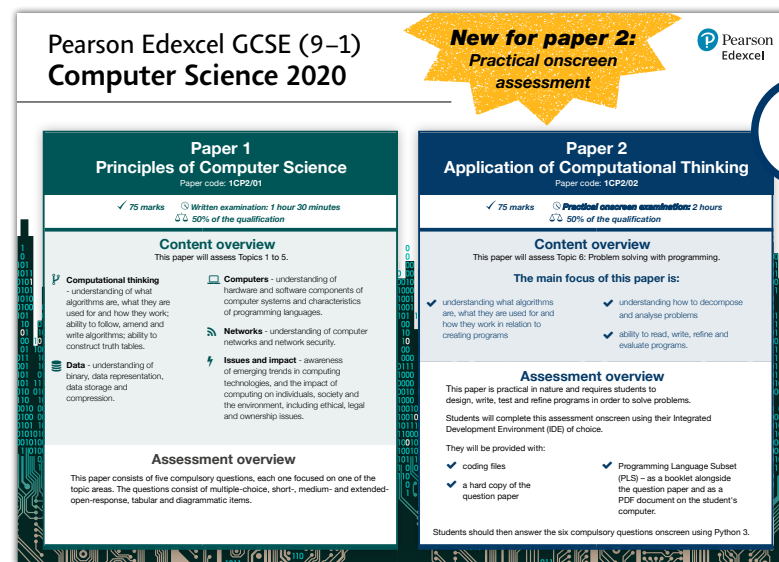




Discover the support

Course essentials

Our ‘**What’s changed and why?**’ document, alongside our ‘**Assessment at a glance**’ page and our ‘**Frequently Asked Questions**’ give you an overview of our specification and what it contains.



Mapping documents ➔



Mapping document

Transitioning from your current exam board

To see the side by side comparison of topics between exam boards and a comparison of their assessments download the evaluation document courtesy of paullong.net:



**Pearson
Edexcel 2020**



AQA



OCR

Specifications and sample exam papers

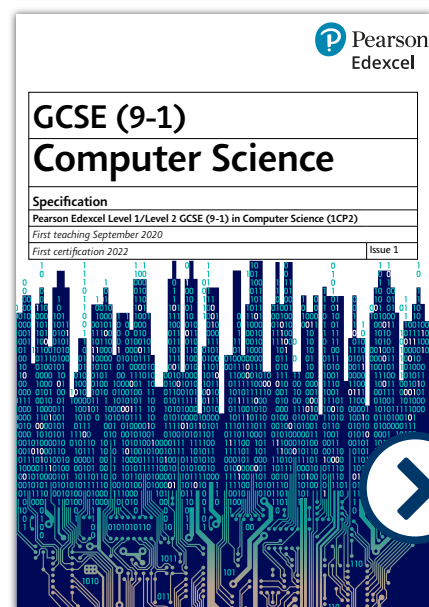




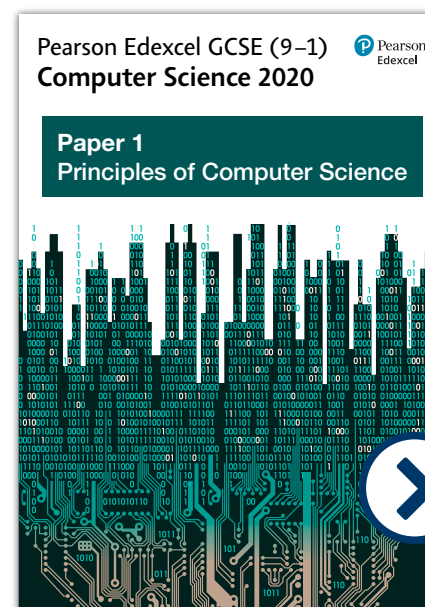
Specifications and SAMs

Delve deeper into the detail

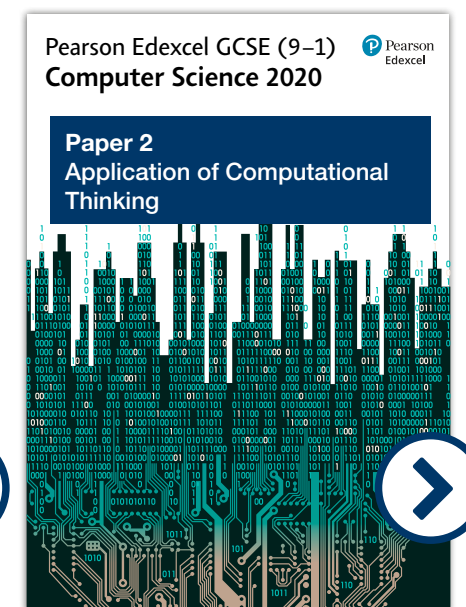
Digital copies of our full specification and sample assessment materials are available, so you can explore these documents in detail.



Specification



Sample assessment materials



What next?

If you like what you've seen so far, please [sign up here.](#)

We'll be in touch via email highlighting our range of support and how we can help you make the transition.

However, if you've seen enough already and want to make the transition to **Pearson Edexcel GCSE (9-1) Computer Science 2020**, then [let us know >](#) so we can make sure you can get your hands on to the full range of support our centres enjoy.

Get in touch

Our experts are on hand to answer any questions you may have about the course and how it could work for you and your students.

Give us a call if you're ready to switch

 **0333 016 4160**

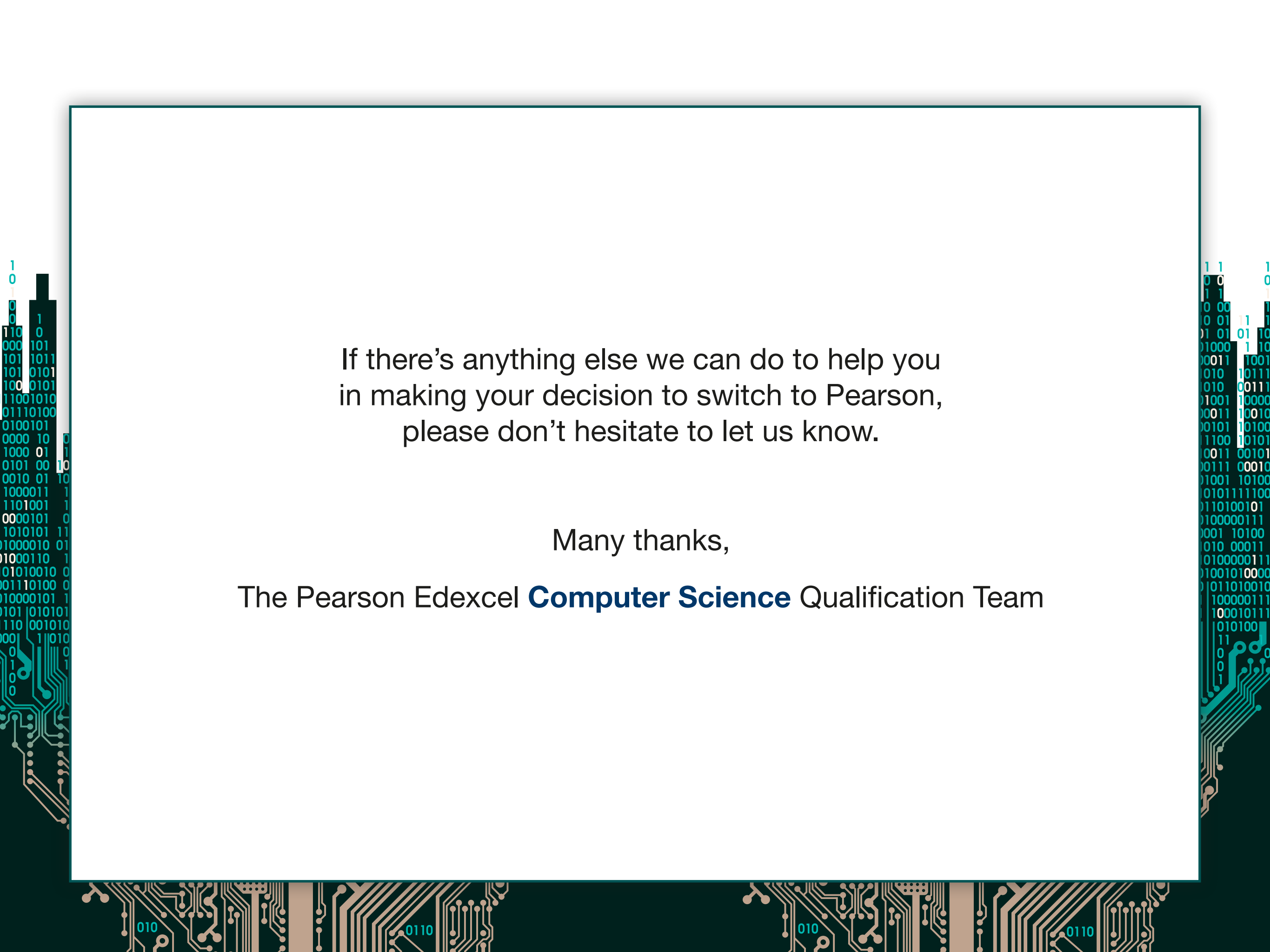
Still got questions?

Contact Tim Brady for more information:

 **Join the facebook support group**

 **Contact us**





If there's anything else we can do to help you
in making your decision to switch to Pearson,
please don't hesitate to let us know.

Many thanks,

The Pearson Edexcel **Computer Science** Qualification Team