

Computer Science

Key Information

Content Overview:

Computer Systems - 40% of total GCSE. 1hr 30mins written paper.

- Systems Architecture
- Memory
- Storage
- Wired and wireless networks
- Network topologies, protocols and layers
- System security
- System software
- Ethical, legal, cultural and environmental concerns

Computational thinking, algorithms and programming – 40% of total GCSE. 1hr 30mins written paper.

- Algorithms
- Programming techniques
- Producing robust programmes
- Computational logic
- Translators and facilities of languages
- Data representation

Programming Project – 20% of total GCSE. Non-exam assessment.

- Programming techniques
- Analysis
- Design
- Development
- Testing and evaluation and conclusions

Golden Tips:

You need to make your revision time as productive as possible. Just reading does not tend to be very effective. Making revision notes, writing topic summaries, attempting questions and then checking the answers are much better strategies. Writing or typing something forces you to concentrate and your mind is less likely to wander off your revision onto something you would rather be doing.

KEY CONTACT:

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EXAM BOARD: OCR

USEFUL WEBSITES:

www.gcsecomputing.org.uk

www.teach-ict.com/gcse_computerscience

www.cambridgegcsecomputing.org

www.bbc.co.uk/education/subjects/z34k7ty

www.gcsepod.com