Computer Science

Key Contacts:
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Key Information

Computer Systems:
• 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
• Algorithms
• Programming techniques
• Producing robust programmes
• Computational logic
• Translators and facilities of languages
• Data representation

Programming Project
• Programming techniques
• Analysis
• Design
• Development
• Testing and evaluation and conclusions

Useful Information:

Exam board: OCR

Websites:

www.craigndave.org
www.gcsecomputing.org.uk
www.teach-ict.com/gcse_computerscience
www.cambridgegcsecomputing.org
www.bbc.co.uk/education/subjects/z34k7ty
www.gcsepod.com

Revision Texts:
Creative imedia revision notes

Top Tips

• You need to make your revision time as active 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

Assessment:

Computer Systems - 50% of total GCSE. 1hr 30mins written paper.
Computational thinking, algorithms and programming – 50% of total GCSE. 1hr 30mins written paper.
Programming Project – Non-exam assessment.