Exam Information Sheet

Year: 11 Subject: Computer Science

When are exams being held for this subject?

Paper 1: Computer Systems
Fri 19th May, PM

Paper 2: Computational thinking, algorithms and programming
Fri 25th May, PM

When are revision sessions being held in school?

Weekly Session 6 (Day/Time): Tuesdays, BG8

What topics will be examined in Paper 1?

Specification Reference	Name of topic
1. Systems Architecture	1.1a - The CPU
	1.1b - Registers & FE Cycle
	1.2 - CPU Performance
	1.3 - Embedded Systems
2. Memory & Storage	2.1 - Primary Storage
	2.2 - Secondary Storage
2.3 - Units	2.4a - Number Storage
	2.4b - Character Storage
	2.4c - Image Storage
	2.4d - Sound Storage
	2.5 - Compression
3. Networks	3.1a - Network Types & Performance
	3.1b - Network Hardware & Internet
	3.2a - Wired & Wireless networks
	3.2b - Protocols & Layers
4. Network Security	4.1 - Network Threats
	4.2 - Preventing Vulnerabilities
5. Systems Software	5.1 - Operating Systems
	5.2 - Utility Software
6. Impacts	6.1a - Impacts of Technology
	6.1b - Legislation

What will be covered in lessons leading up to the exam?

Week Commencing	Lesson Content	Homework Focus
24th March	Advanced Algorithms	CPU Performance
31st March	Memory & Storage	Secondary Storage
21th April	Network Security	Threats to a Network
28th April	Programming Fundamentals	40 Algo's
5th May	Producing Robust Programs	Maintainability
12th May	Boolean Logic	Logic Gates
19th May	Unit 1 Recap	Unit 2 Recap

Where can I access revision materials online?

Resource Name/Information	Link	Login Details
Seneca	Click here	School username and password
GCSE POD	Click here	School username and password
Craig and Dave	Click here	NA
Computer Science Newbs	Click here	NA

What topics will be examined in Paper 2?

Specification Reference	Name of topic
1. Algorithms	1.1 - Computational Thinking
	1.2 - Designing Algorithms
	1.3 - Searching & Sorting Algorithms
2. Programming Fundamentals	2.1 - Programming Fundamentals
	2.2 - Data Types
	2.3 - Additional Programming Techniques
3. Producing Robust Programs	3.1 - Defensive Design
	3.2 - Testing
4. Boolean Logic	4.1 - Boolean Logic
5. Languages & IDEs	5.1 - Languages & Translators

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