

<b>Subject: GCSE Computer Science</b>				
<b>Exam Board: OCR</b>				
<b>Component 1 – Computer Systems</b>		<b>Component 2 – Computational thinking, algorithms and programming</b>		
1 hour 30 minutes		1 hour 30 minutes		
<b>Paper 1 Content:</b>		<b>Paper 2 Content:</b>		
Systems Architecture Memory and Storage Computer networks, connections and protocols Network security Systems software Ethical, legal, cultural and environmental impacts of digital technology		Computational thinking Developing, creating and refining algorithms Programming fundamentals Data types Programming techniques Integrated development environments (IDEs) Searching and sorting algorithms SQL Boolean logic		
<b>Useful revision resources:</b> <ul style="list-style-type: none"><li>● <a href="#">Craig and Dave YouTube Channel</a></li><li>● <a href="#">Teach ICT J277</a></li><li>● GCSE Computer Science Complete Revision &amp; Practice</li><li>● Microsoft Teams / OneNote classbook</li><li>● <a href="#">Knowledge Organisers for all GCSE topics</a></li><li>● <a href="#">Practice Papers</a></li><li>● <a href="#">GCSE Exam Revision folder on OneDrive</a></li><li>● Seneca Learning</li><li>● GCSEPod</li></ul>				
<b>Revision Tips</b> <ul style="list-style-type: none"><li>● You should aim to write algorithm/pseudocode/exam reference language questions in a Python format as this is the programming language you have used at GCSE</li><li>● You need to include a comment on your algorithm questions (1 easy mark)</li><li>● A large amount of the paper is made up of definitions of key terms, advantages and disadvantages. Knowledge based questions (1-3 mark questions)</li><li>● Revise the binary, denary and hex table – multiplying by 16 (<b>you are not allowed a calculator</b>)</li><li>● Complete past paper questions via OneDrive</li></ul>				
<b>Date</b>	<b>Unit</b>	<b>Videos</b>	<b>Flashcards</b>	<b>Quizzes</b>
25/04/22	Systems architecture, memory and storage			
02/05/22	Computer networks, connections and protocols			
09/05/22	Searching and sorting algorithms			
16/05/22	Programming techniques and fundamentals			