GCSE Computer Science

How to Revise….

Assessment of course – lots of changes including January JCQ inspection outcome

Old Assessment (2012 - 2017)

Computer Systems (01): 80 marks, 1 hour and 30 minutes, written paper. 40% of total GCSE.

Computational thinking, algorithms & programming (02): 80 marks, 1 hour and 30 minutes, written paper. 40% of total GCSE.

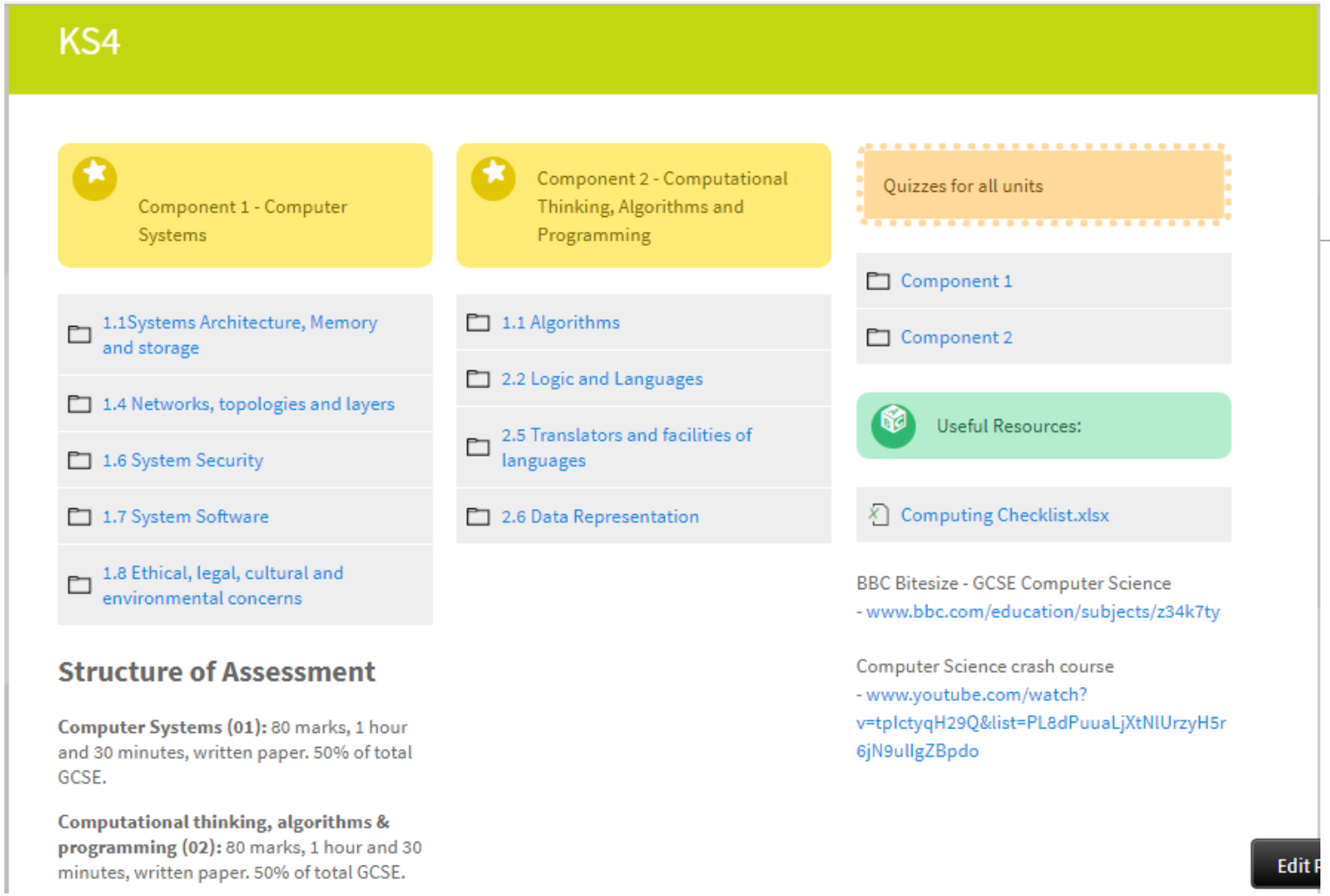
Programming project (03/04): 40 marks, totalling 20 hours, non-exam assessment. 20% of total GCSE.

New Assessment (2018 - 20)

Computer Systems (01): 80 marks, 1 hour and 30 minutes, written paper. 50% of total GCSE.

Computational thinking, algorithms & programming (02): 80 marks, 1 hour and 30 minutes, written paper. 50% of total GCSE.

Programming project (03/04): Consultations are ongoing for the arrangements for the NEA (non-examinable assessment). Currently, all students are required to complete a programming task for a duration of 20 hours. It is not part of the qualification assessment and is therefore not awarded any marks.



Firefly > Resources> Subjects > Computing

Under Component Headings.

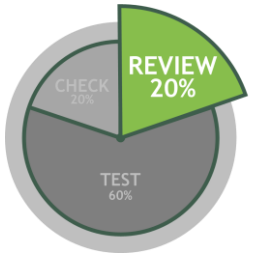
All class presentations can be found under each component.

Each topic consists of key objectives and words as well as diagrams and illustrations.

Quizzes – Exam type questions with answers.

Useful resources

Websites and videos relevant to specification.



Personal learning checklist (on Firefly)

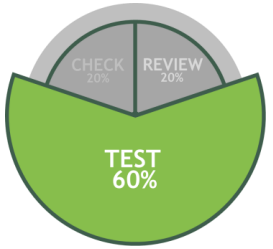
GCSE Computing (J276): Personal Progress Record
Component 01: Computer systems

1.1 Systems Architecture			
	RED	AMBER	GREEN
1. The purpose of the CPU			
2. Von Neumann architecture			
MAR (Memory Address Register)			
MDR (Memory Data Register)			
Program Counter			
Accumulator			
3. Common CPU components and their function:			
ALU (Arithmetic and Logic Unit)			
CU (Control Unit)			
Cache			
4. The function on the CPU as fetch and execute instructions stored in memory			
5. How common characteristics of CPUs affect their performance:			
Clock speed			
Cache size			
Number of cores			
6. Embedded systems:			
Purpose of embedded systems			
Examples of embedded systems.			

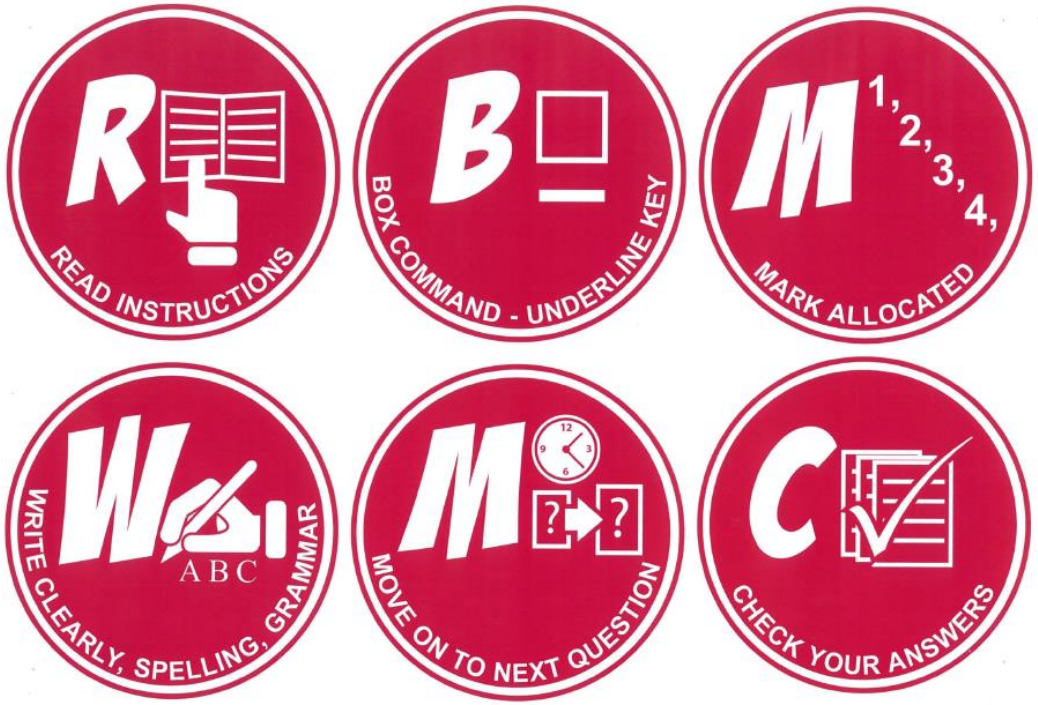
Personal checklist has been created directly from the specification to support students to focus on key objectives for that topic.

Revision should be based on understanding the key term and being able to explain the processes.

Sample Papers created by OCR and old spec past papers are also available on the Firefly KS4 Computing page.



Past paper exam techniques

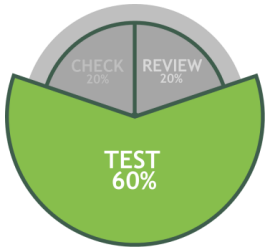


– key to answering the question is understanding the command word of the question

i.e.

- Describe
- Explain
- Discuss
- Identify

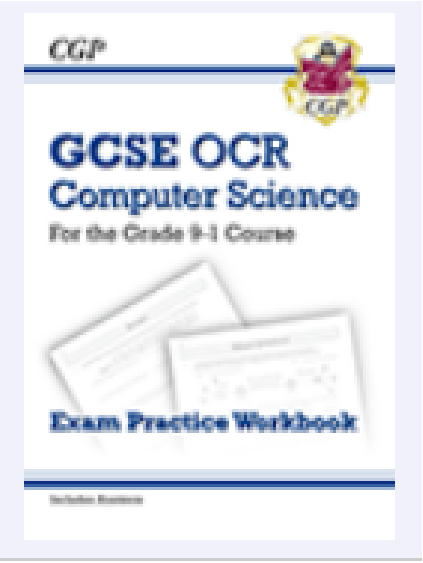
To focus on what is required we use the check methods in the circles.

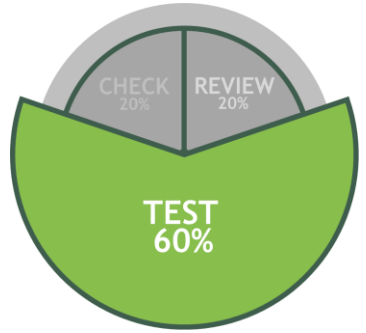


Using the CGP Revision books

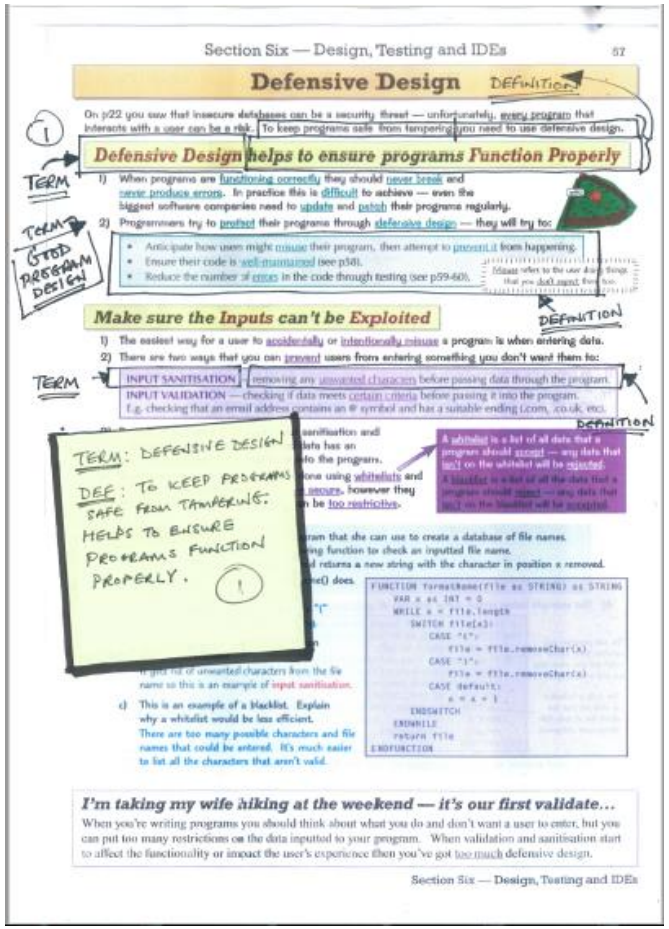
All students have purchased the CGP revision guides and exam practice workbooks.

Answers are in the back of the workbooks so students are able to check their answers and if necessary improve by adding detail.

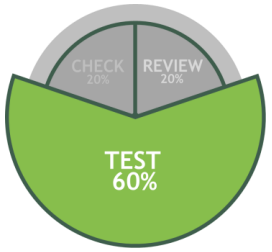




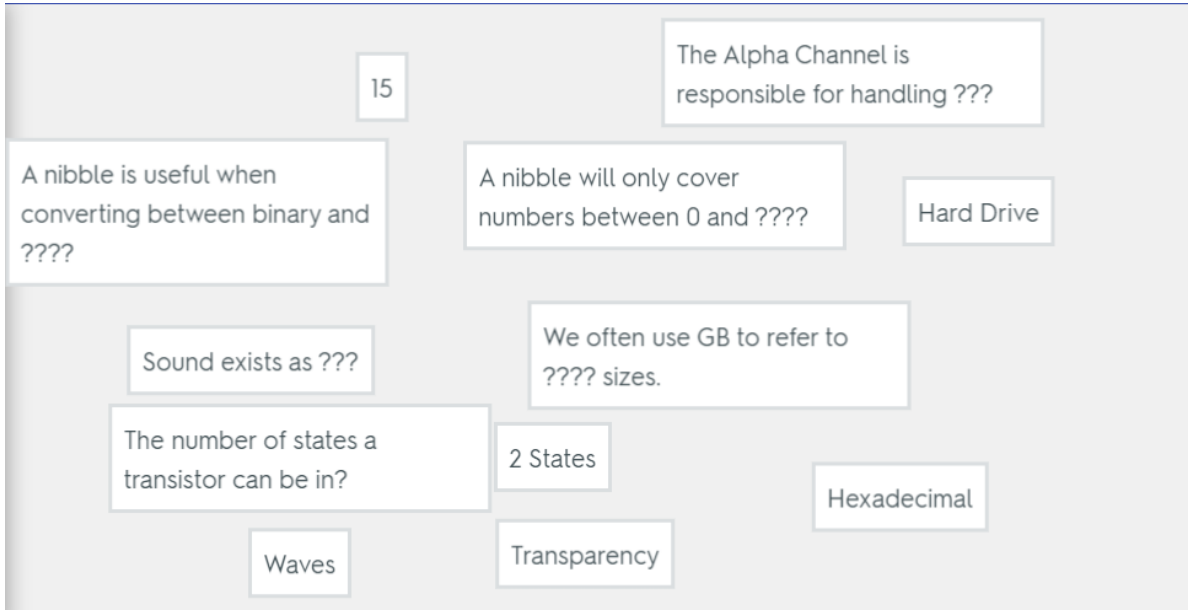
Revision Activity



1. Use revision guide to define key terms for Defensive Design p.57
2. Using online software create flash cards for key terms.
3. Log on to quizlet.com and join class https://quizlet.com/join/P5FWEgywU
4. Create flash cards for key terms.
5. Test knowledge using test mode or match
6. There are already 16 sets of cards for you to use.



Example quizlet match activity



I have copied 16 sets of flash cards to the class for students to use to support most topics.

Students can use pre-existing flash cards to test their knowledge.