How to Succeed in Computer Science

Course Information

Exam Board	Pearson Edexcel

Exam Structure	• Paper 1: Principles of CS
	  ○ Written Examination: 1 hour and 30 minutes
	  ○ 50% of Qualification
	  ○ 75 Marks
	• Paper 2: Applications of Computational Thinking
	  ○ Onscreen Examination: 2 hours
	  ○ 50% of Qualification
	  ○ 75 Marks

Specification weblink	https://qualifications.pearson.com/content/dam/pdf/GCSE/Computer%20Science/2020/specification-and-sample-assessments/GCSE_L1_L2_Computer_Science_2020_Specification.pdf
Practice exam papers weblink	https://qualifications.pearson.com/en/qualifications/edexcel-gcses/computer-science-2020.coursematerials.html#%2FfilterQuery=category:Pearson-UK:Category%2FExam-materials

Units/Topics studied

Paper 1

- Computational Thinking
  - Decomposition & Abstraction, Algorithms and Truth Tables
- Data
  - Binary, Data Representation and Data Storage & Compression
- Computers
  - Hardware, Software and Programming Languages
- Networks
  - Networks and Network Security
- Issues & Impacts
  - Environmental, Ethical & Legal and Cybersecurity

Paper 2

- Problem Solving with Programming
  - Develop Code
    - Read, write, analyse and refine programs using
      - Constructs (sequencing, selection & repetition), Data Types & Structures, Input/Output, Operators and Subprograms
    - Convert Flowcharts into programs
    - Use techniques (layout, indentation, comments, meaningful identifiers, white space) to make programs
    - Identify, locate and correct program errors

Revision strategies and materials

Revision Tips

- Paper 1 - https://youtu.be/79BXwDjBdDc?si=DH6W4DyspiYNZcca
- Paper 2 - https://youtu.be/5zvfV75vj_s?si=N_A4VdOEKBj6TXmF
- Preparing for the Python on Screen Exam - https://youtube.com/playlist?list=PLABF6PEI9nMpwgaNrb0sWFZPawqeV8Fdg&si=4mP1cbkmAbzd3g0I

Programming Language Subset (PLS)

- The PLS represents a specific set of constructs that are sufficient to successfully answer any question in Paper 2.
- Latest version can be found here - https://qualifications.pearson.com/content/dam/pdf/GCSE/Computer%20Science/2020/exam-materials/1cp2-02-programming-language-subset-pls-version-6-summer-2025.pdf

Class OneNote

- I have sent the link to this via ClassCharts, to access it students will need to log in using their school email address and password
- Links to:
  - Presentations delivered in lessons
  - Videos that cover every specification point
- Students notes they have taken in lesson
- Tasks that have been set within the lesson

Isaac Computer Science

- https://isaaccomputerscience.org/topics/gcse?examBoard=all&stage=all#edexcel
- Students should all have an account to access this using their school email address and password. If they have forgotten their password, they should click on the "forgotten your password?" link from the log in section.

Educake

- https://my.educake.co.uk/student-login
- All students are signed up to Educake and it has 2,500 questions tailored to the specification
- Students should log in to their account using the "sign in with Microsoft" button and then logging in with their school email address and password

GCSEPod

- https://members.gcsepod.com/content?subject_id=6048&exam_board_id=1011
- Students should log in to their account using the "sign in with Office 365" button and then logging in with their school email address and password

Revision Guides

- Students have all been given a copy of the below revision guides, if they have lost them students will have to purchase them again
  - New Python Programming Guide for GCSE Computer Science – **ISBN: 9781789088625**
  - Pearson REVISE Edexcel GCSE Computer Science Revision Guide – **ISBN: 9781292374000**
  - Pearson REVISE Edexcel GCSE Computer Science Revision Workbook – **ISBN: 9781292360058**
- Additional guides which are recommended and haven't been provided to students:
  - ClearRevise Edexcel GCSE Computer Science 1CP2 – **ISBN: 9781910523285**
  - New Python Programming Practice Cards for GCSE Computer Science – **ISBN: 9781837741380**