

GCSE Computer Science

Unit 1 – Computer systems

- Systems Architecture
- Memory / Storage
- Computer networks, connections and protocols
- Network security
- System software
- Ethical, legal, cultural and environmental impacts of digital technology

Written paper: 1 hr 30 mins

50% of total GCSE

80 marks

Unit 2 – Computational thinking, algorithms and programming

- Algorithms
- Programming fundamentals
- Producing robust programs
- Boolean logic
- Programming languages and integrated development environments

Written paper: 1 hr 30 mins

50% of total GCSE

80 marks

Useful resources

- **Craig n Dave**
- **Isaac Computer science**
- **Python Time**
- **Revision Guide**
- **Past papers**
- **Targeted revision sessions in year 11**