



Yr 11 Nov Computer Science Checklist

Subject Comp Science		Exam Paper Paper 1 Paper 2	Duration Paper 1: 1 hour 30 Paper 2: 1 hour 30
What to revise		How to revise it	
PAPER 1			
1	1.1 Systems Architecture 1.1.1 Architecture of the CPU - CPU Components - Registers - Fetch-Execute Cycle 1.1.2 CPU Performance - Clock Speed - Cache - Cores 1.1.3 Embedded Systems	https://student.craigndave.org/videos/slr1-1-systems-architecture https://www.csnewbs.com/gcse-ocr-1-1a-cpu https://www.csnewbs.com/gcse-ocr-1-2-cpuperformance	
2	1.2 Memory and Storage 1.2.1 Primary Storage (Memory) 1.2.2 Secondary Storage 1.2.3 Units 1.2.4 Data Storage - Binary Numbers - Hexadecimal - Character Sets - Images - Sound - Compression - File Size Calculations	https://student.craigndave.org/videos/slr1-2-memory-and-storage https://www.csnewbs.com/ocr2020-2-1-primarystorage https://www.csnewbs.com/ocr2020-2-2-secondarystorage https://www.csnewbs.com/ocr2020-2-3-dataunits https://www.csnewbs.com/ocr2020-2-4e-soundstorage	
3	1.3 Computer Networks, Connections and Protocols 1.3.1 Networks and Topologies - LAN and WAN - Star Topology - Mesh Topology 1.3.2 Wired and Wireless Networks - Ethernet - Wi-Fi 1.3.3 Protocols and Layers	https://www.csnewbs.com/ocr2020-3-1a-networkperformance https://www.csnewbs.com/ocr2020-3-1b-hardwareandinternet https://www.csnewbs.com/ocr2020-3-2a-wiredandwireless https://www.csnewbs.com/ocr2020-3-2b-protocolslayers	
4	1.6 Ethical, legal, cultural and environmental impacts of digital technology - Ethical issues - Cultural issues	https://student.craigndave.org/videos/slr1-6-ethical-legal-cultural-and-environmental-concerns	



- Legal issues
- Privacy issues.

PAPER 2

7	2.1 Algorithms • 2.1.1 Computational Thinking • 2.1.2 Designing, Creating and Refining Algorithms ○ Flowcharts ○ Trace Tables ○ Searching Algorithms ○ Sorting Algorithms	https://student.craigndave.org/videos/slr2-1-algorithms https://www.csnewbs.com/ocr2020-1-1-computationalthinking https://www.csnewbs.com/ocr2020-1-2-designingalgorithms
8	2.2 Programming Fundamentals • 2.2.1 Programming Fundamentals • 2.2.2 Data Types • 2.2.3 Additional Programming Techniques ○ Arrays ○ SQL ○ File Handling ○ Sub programs	https://student.craigndave.org/videos/slr2-2-programming-fundamentals https://student.craigndave.org/videos/ocr-gcse-j277-slr-2-2-the-use-of-sql-to-search-for-data https://www.csnewbs.com/ocr2020-2-1-programfundamentals https://www.csnewbs.com/ocr2020-2-3-additionaltechniques
10	2.3 Producing Robust Programs • 2.3.1 Defensive Design ○ Validation ○ Verification ○ Authentication • 2.3.2 Testing ○ Normal Test Data ○ Boundary Test Data ○ Invalid / Erroneous Test Data ○ Test Plans	74. OCR GCSE (J277) 2.3 Defensive design considerations 1 - Craig 'n' Dave 75. OCR GCSE (J277) 2.3 Defensive design considerations 2 - Craig 'n' Dave 77. OCR GCSE (J277) 2.3 The purpose & types of testing - Craig 'n' Dave 78. OCR GCSE (J277) 2.3 How to identify syntax and logic errors - Craig 'n' Dave 79. OCR GCSE (J277) 2.3 Suitable test data - Craig 'n' Dave
	2.4 Boolean Logic • 2.4.1 Boolean Logic ○ Logic Gates ○ Truth Tables ○ Logic Circuits	https://www.csnewbs.com/ocr2020-4-1-booleanlogic
	2.5 Programming Languages and Integrated Development Environments • 2.5.1 Languages ○ High-Level Languages ○ Low-Level Languages ○ Translators	https://www.csnewbs.com/ocr2020-5-1-languagestranslators



	• 2.5.2 The Integrated Development Environment ○ Error Diagnostics ○ Run-Time Environment ○ Breakpoints	
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