

Year 11 GCSE Computer Science AR3 Revision List

Paper 1					
Student Objective	Grade	DR	Em	As	Ex
1.1 Systems architecture Von Neumann – MAR/MDR/PC/Accumulator Impact of changing CPU/Memory/Storage on performance of a computer	1-9				
1.2 Memory Virtual memory	1-9				
1.4 Wired & Wireless networks LAN Client-server network Network hardware	1-9				
1.5 Network topologies, protocols & layers URL vs IP MESH topology Ethernet Packet switching Virtual networks Wi-Fi	1-9				
1.6 System security SQL injection – What is it? How to stop it?	1-9				
1.7 System software Functions of the OS Utility software Open source vs propitiatory	1-9				
1.8 Ethical, legal & environmental issues Ethical vs unethical	1-9				
Paper 2					
2.1 Algorithms Abstraction	1-9				
2.2 Programming techniques Data types Types of errors Casting DIV vs MOD SQL commands	1-9				
2.3 Producing robust programs Testing – types (iterative vs final)	1-9				
2.6 Data representation Binary Metadata Binary to hex Hex to binary	1-9				

