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**[www.ocr.org.uk/computerscience](http://www.ocr.org.uk/computerscience)**

**Student revision checklist**

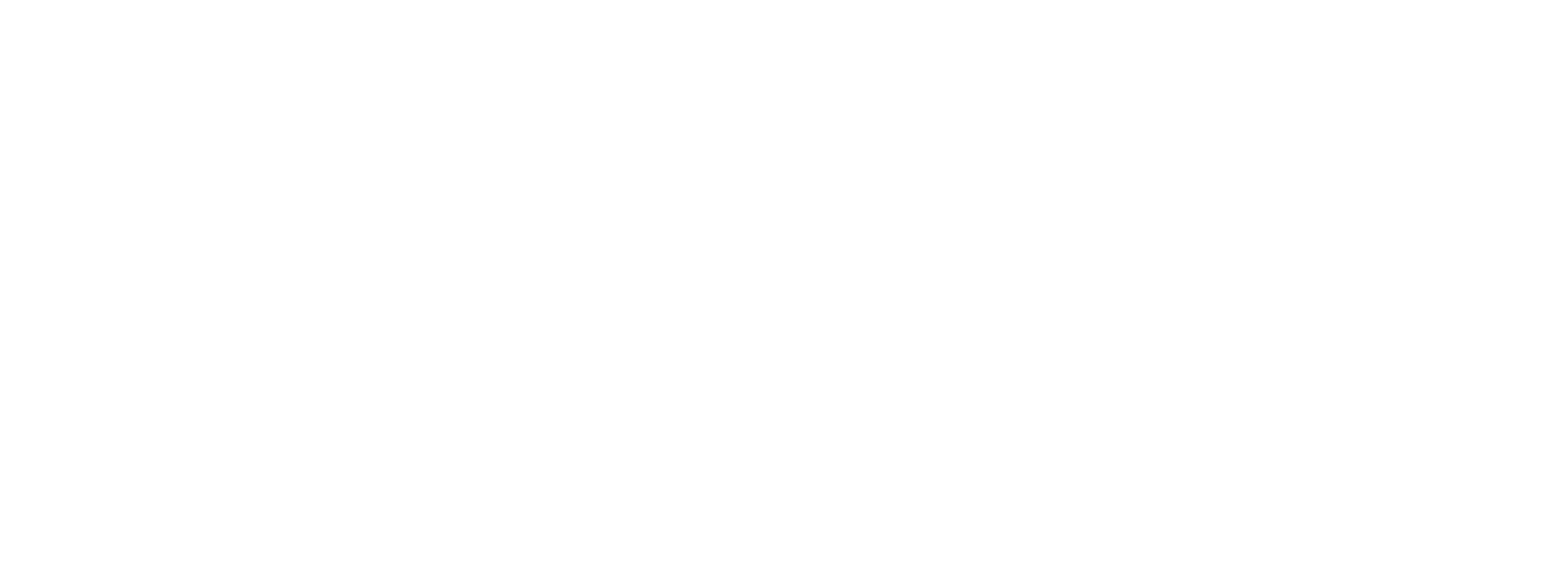
Version 1

GCSE (9-1)

***COMPUTER SCIENCE***

**J276**

For first teach in 2016



# Student revision checklist

## Revision checklists

The tables below can be used as a revision checklist.

For more information please see the [OCR GCSE Computer Science specification.](https://www.ocr.org.uk/Images/225975-specification-accredited-gcse-computer-science-j276.pdf)

The table headings are explained below:

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| --- | --- | --- | --- | --- |
| **Assessable learning outcomes**  You will be required to: | **R** | **A** | **G** | **Comments** |
| Here is a list of the learning outcomes for this qualification and the content you need to cover and work on. | You can use the tick boxes to show when you have revised an item and how confident you feel about it.  R = **RED** means you are unsure and lack confidence; you might want to focus your revision here and ask your teacher for help.  A = **AMBER** means you are fairly confident but need some extra practice.  G = **GREEN** means you are very confident.  Concentrate on the **RED** and **AMBER** items and turn them into **GREEN** items.  You might find it helpful to highlight each topic in red, orange or green to help you prioritise. | | | You can use the comments column to:   * add more information about the details for each point * add formulae or notes * include a reference to a useful resource * highlight areas of difficulty or things that you need to talk to your teacher about or look up in a textbook. |

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| **Component 1 Computer systems** | | | | |
| * 1. **Systems architecture** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 1.1 the purpose of the CPU |  |  |  |  |
| 1.1 Von Neumann architecture:   * MAR (Memory Address Register * MDR (Memory Data Register) * Program Counter * Accumulator. |  |  |  |  |
| 1.1 common CPU components and their function:   * ALU (Arithmetic Logic Unit * CU (Control Unit) * Cache. |  |  |  |  |
| 1.1 the function of the CPU as fetch and execute instructions stored in memory |  |  |  |  |
| 1.1 how common characteristics of CPUs affect their performance:   * clock speed * cache size * number of cores. |  |  |  |  |
| 1.1 embedded systems:   * purpose of embedded systems * examples of embedded systems. |  |  |  |  |
| **Component 1 Computer systems** | | | | |
| * 1. **Memory** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 1.2 the difference between RAM and ROM |  |  |  |  |
| 1.2 the purpose of ROM in a computer system |  |  |  |  |
| 1.2 the purpose of RAM in a computer system |  |  |  |  |
| 1.2 the need for virtual memory |  |  |  |  |
| 1.2 flash memory |  |  |  |  |

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| **Component 1 Computer systems** | | | | |
| * 1. **Storage** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 1.3 the need for secondary storage |  |  |  |  |
| 1.3 data capacity and calculation of data capacity requirements |  |  |  |  |
| 1.3 common types of storage:   * optical * magnetic * solid state. |  |  |  |  |
| 1.3 suitable storage devices and storage media for a given application, and the advantages and disadvantages of these, using characteristics:   * capacity * speed * portability * durability * reliability * cost. |  |  |  |  |

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| **Component 1 Computer systems** | | | | |
| * 1. **Wired and wireless networks** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 1.4 types of networks:   * LAN (Local Area Network) * WAN (Wide Area Network). |  |  |  |  |
| 1.4 factors that affect the performance of networks |  |  |  |  |
| 1.4 the different roles of computers in a client- server and a peer-to-peer network |  |  |  |  |
| 1.4 the hardware needed to connect stand-alone computers into a Local Area Network:   * wireless access points * routers/switches * NIC (Network Interface Controller/Card) * Transmission media. |  |  |  |  |
| 1.4 the internet as a worldwide collection of computer networks:   * DNS (Domain Name Server) * hosting * the cloud. |  |  |  |  |
| 1.4 the concept of virtual networks |  |  |  |  |
| **Component 1 Computer systems** | | | | |
| * 1. **Network topologies, protocols and layers** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 1.5 star and mesh topologies |  |  |  |  |
| 1.5 Wifi:   * frequency and channels * encryption. |  |  |  |  |
| 1.5 ethernet |  |  |  |  |
| 1.5 the uses of IP addressing, MAC addressing, and protocols including:   * TCP/IP (Transmission Control Protocol/Internet Protocol) * HTTP (Hyper Text Transfer Protocol) * HTTPS (Hyper Text Transfer Protocol Secure) * FTP (File Transfer Protocol) * POP (Post Office Protocol) * IMAP (Internet Message Access Protocol) * SMTP (Simple Mail Transfer Protocol). |  |  |  |  |
| 1.5 the concept of layers |  |  |  |  |
| 1.5 packet switching |  |  |  |  |
| **Component 1 Computer systems** | | | | |
| * 1. **System security** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 1.6 forms of attack |  |  |  |  |
| 1.6 threats posed to networks:   * malware * phishing * people as the ‘weak point’ in secure systems (social engineering) * brute force attacks * denial of service attacks * data interception and theft * the concept of SQL injection * poor network policy. |  |  |  |  |
| 1.6 identifying and preventing vulnerabilities:   * penetration testing * network forensics * network policies * anti-malware software * firewalls * user access levels * passwords * encryption. |  |  |  |  |

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| **Component 1 Computer systems** | | | | |
| * 1. **Systems software** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 1.7 the purpose and functionality of systems software |  |  |  |  |
| 1.7 operating systems:   * user interface * memory management/multitasking * peripheral management and drivers * user management * file management. |  |  |  |  |
| 1.7 utility system software:   * encryption software * defragmentation * data compression * the role and methods of backup:   + full   + incremental. |  |  |  |  |

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| **Component 1 Computer systems** | | | | |
| * 1. **Ethical, legal, cultural and environmental concerns** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 1.8 how to investigate and discuss Computer Science technologies while considering:   * ethical issues * legal issues * cultural issues * environmental issues * privacy issues. |  |  |  |  |
| 1.8 how key stakeholders are affected by technologies |  |  |  |  |
| 1.8 environmental impact of Computer Science |  |  |  |  |
| 1.8 cultural implications of Computer Science |  |  |  |  |
| 1.8 open source vs proprietary software |  |  |  |  |
| 1.8 legislation relevant to Computer Science:   * + The Data Protection Act 1998   + Computer Misuse Act 1990   + Copyright Designs and Patents Act 1988   + Creative Commons Licensing   + Freedom of Information Act 2000. |  |  |  |  |
| **Component 2 Computational thinking, algorithms and programming** | | | | |
| * 1. **Algorithms** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 2.1 computational thinking:   * abstraction * decomposition * algorithmic thinking. |  |  |  |  |
| 2.1 standard searching algorithms:   * binary search * linear search. |  |  |  |  |
| 2.1 standard sorting algorithms:   * bubble sort * merge sort * insertion sort. |  |  |  |  |
| 2.1 how to produce algorithms using:   * pseudocode * using flow diagrams. |  |  |  |  |
| 2.1 interpret, correct or complete algorithms |  |  |  |  |

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| **Component 2 Computational thinking, algorithms and programming** | | | | |
| * 1. **Programming techniques** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 2.2 the use of variables, constants, operators, inputs, outputs and assignments |  |  |  |  |
| 2.2 use of the three basic programming constructs used to control the flow of a program:   * sequence * selection * iteration (count and condition controlled loops. |  |  |  |  |
| 2.2 the use of basic string manipulation |  |  |  |  |
| 2.2 use of basic file handling operations:   * open * read * write * close. |  |  |  |  |
| 2.2 the use of records to store data |  |  |  |  |
| 2.2 the use of SQL to search for data |  |  |  |  |

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| **Component 2 Computational thinking, algorithms and programming** | | | | |
| **2.2 Programming techniques** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 2.2 the use of arrays (or equivalent) when solving problems, including both one and two dimensional arrays |  |  |  |  |
| 2.2 how to use sub programs (functions and procedures) to produce structured code |  |  |  |  |
| 2.2 the use of data types:   * integer * real * Boolean * character and string * casting. |  |  |  |  |
| 2.2 the common arithmetic operators |  |  |  |  |
| 2.2 the common Boolean operators |  |  |  |  |

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| **Component 2 Computational thinking, algorithms and programming** | | | | |
| * 1. **Producing robust programs** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 2.3 defensive design considerations:   * input sanitisation/validation * planning for contingencies * anticipating misuse * authentication. |  |  |  |  |
| 2.3 maintainability:   * comments * indentation. |  |  |  |  |
| 2.3 the purpose of testing |  |  |  |  |
| 2.3 types of testing:   * iterative * final/terminal. |  |  |  |  |
| 2.3 how to identify syntax and logic errors |  |  |  |  |
| 2.3 selecting and using suitable test data |  |  |  |  |

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| **Component 2 Computational thinking, algorithms and programming** | | | | |
| * 1. **Computational logic** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 2.4 why data is represented in computer systems in binary form |  |  |  |  |
| 2.4 simple logic diagrams using the operations AND, OR and NOT |  |  |  |  |
| 2.4 truth tables |  |  |  |  |
| 2.4 combining Boolean operators using AND, OR and NOT to two levels |  |  |  |  |
| 2.4 applying logical operators in appropriate truth tables to solve problems |  |  |  |  |
| 2.4 applying computing-related mathematics:   * + * – * / * \* * Exponentiation (^) * MOD * DIV. |  |  |  |  |
| **Component 2 Computational thinking, algorithms and programming** | | | | |
| * 1. **Translators and facilities of languages** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 2.5 characteristics and purpose of different levels of programming language, including low level languages |  |  |  |  |
| 2.5 the purpose of translators |  |  |  |  |
| 2.5 the characteristics of an assembler, a compiler and an interpreter |  |  |  |  |
| 2.5 common tools and facilities available in an integrated development environment (IDE):   * editors * error diagnostics * run-time environment * translators. |  |  |  |  |

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| **Component 2 Computational thinking, algorithms and programming** | | | | |
| * 1. **Data representation** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 2.6 **Units**   * bit, nibble, byte, kilobyte, megabyte, gigabyte, terabyte, petabyte * how data needs to be converted into a binary format to be processed by a computer. |  |  |  |  |
| 2.6  **Numbers**   * how to convert positive denary whole numbers (0–255) into 8 bit binary numbers and vice versa * how to add two 8 bit binary integers and explain overflow errors which may occur * binary shifts * how to convert positive denary whole numbers (0–255) into 2 digit hexadecimal numbers and vice versa * how to convert from binary to hexadecimal equivalents and vice versa * check digits. |  |  |  |  |

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| **Component 2 Computational thinking, algorithms and programming** | | | | |
| **2.6 Data representation** | | | | |
| 2.6 **Characters**   * the use of binary codes to represent characters * the term ‘character-set’ * the relationship between the number of bits per character in a character set and the number of characters which can be represented (for example ASCII, extended ASCII and Unicode.) |  |  |  |  |

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| **Component 2 Computational thinking, algorithms and programming** | | | | |
| * 1. **Data representation** | | | | |
| **Learning outcomes**  You will be required to know: | **R** | **A** | **G** | **Comments** |
| 2.7 **Images**   * how an image is represented as a series of pixels represented in binary * metadata included in the file * the effect of colour depth and resolution on the size of an image file. |  |  |  |  |
| 2.7 **Sound**   * how sound can be sampled and stored in digital form * how sampling intervals and other factors affect the size of a sound file and the quality of its playback: * sample size * bit rate * sampling frequency. |  |  |  |  |
| 2.7 **Compression**   * need for compression * types of compression: * lossy * lossless. |  |  |  |  |

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