



EXAM REVISION

COMPUTING

The Computer Science exam will help you to revisit and apply your knowledge from years 7-9. Revisiting your knowledge from previous years is a good opportunity to build your understanding and learn how to revise effectively before you move on into GCSEs.

The following topics are on the exam, with a full breakdown of each topic below:

- **Year 9 topics (this will be 60% of the exam)**
 - o Algorithms and pseudocode
 - o Programming concepts
 - o Python programming
 - o Computer Laws
 - o E-safety
- **Year 8 topics (this will be 30% of the exam)**
 - o Introduction to algorithms
 - o Small BASIC programming
 - o LOGO programming
- **Year 7 topics (this will be 10% of the exam)**
 - o Computer Hardware
 - o E-safety
 - o Gamemaker

How can you revise?

- Making revision notes on topics you need to revisit most, highlighting key terms and condensing lots of information into shorter revision points
- Making flashcards for each topic including highlighted key terms and any diagrams
- Working through online platforms such as Seneca learning and BBC Bitesize

Materials to help you revise:

- Lessons on learning to program with Python:
 - <https://www.codecademy.com/catalog/language/python>
- Lessons on learning to program with Small Basic:
 - <https://smallbasic-publicwebsite.azurewebsites.net/tutorials>
- Lessons on learning to create games with GameMaker
 - <https://www.yoyogames.com/learn>
- KS3 Computer Science – Teach-ICT.com (Username : nw99jr Password : network4)
 - https://www.teach-ict.com/2016/ks3/ks3_home.html
- Computer Science – Seneca Learning (use school Gmail login to sign up)
 - <https://app.senecalearning.com/classroom/course/b89946c5-cfe7-42d6-ae51-9b4631a07589>
- Computer Science – BBC Bitesize
 - <https://www.bbc.co.uk/bitesize/subjects/zvc9q6f>

What do you need to know for this exam?

You could be examined on the following areas, read them and decide on whether your knowledge is confident 😊, could do with a recap 😐 or in need of deeper revision 😞.

What do I need to know?	😊	😐	😞
Topic: Algorithms and Pseudocode			
What is an algorithm- designing algorithms for a specific purpose			
Flowcharts (symbols and structure)			
Topic: Programming (using Python, Small Basic and LOGO)			
Data types in programming			
Basic commands in programming			
Writing code that responds appropriately to user input			
Variables - definition, uses and declaration			
Selection (IF statements)			
Iteration (For and While loops)			
Procedures and sub-programs			
Syntax errors in programming			
Topic: E-safety and Computer laws			
Understand how to use technology responsibly			
Recognising acceptable/unacceptable online behaviour			
E-safety risks- sharing information online, cyberbullying, malware			
Topic: Computer laws			
Data Protection Act/GDPR			
Computer Misuse Act			
Copyright, Designs and Patent Act			
Topic: Computer Hardware			
Input devices and their uses			
Output devices and their uses			
Internal components such as CPU, Motherboard, RAM and ROM			