

# Edexcel GCSE Computer Science Specification Brief

## Paper 1: Principles of Computer Science (\*Paper code: 1CP2/01)

75 marks – 1 hour and 30 minutes, Written paper  
(no calculators allowed) 50% of GCSE grade

## Paper 2: Application of Computational Thinking (\*Paper code: 1CP2/02)

75 marks – 2 hours, Onscreen Exam (no calculators allowed) 50% of GCSE grade

Topic 1: Computational thinking

Topic 2: Data

Topic 3: Computers

Topic 4: Networks

Topic 5: Issues and impact

Topic 6: Problem solving with programming

*6.1 Develop code*

*6.2 Constructs*

*6.3 Data types and structures*

*6.4 Input/output*

*6.5 Operators*

*6.6 Subprograms*

## My Focus Areas

Please see the full specification using the following link: <https://qualifications.pearson.com/en/qualifications/edexcel-gcses/computer-science-2020.html>

# Edexcel GCSE Computer Science Revision Brief

## Videos:

- [youtube.com/@craigndave](https://youtube.com/@craigndave)
- [youtube.com/@s1perry](https://youtube.com/@s1perry)



## Websites:

- SMARTREVISE
- [csnewbs.com/python](https://csnewbs.com/python)
- [student.craigndave.org](https://student.craigndave.org)
- [isaacomputerscience.org](https://isaacomputerscience.org)
- [blog.withcode.uk](https://blog.withcode.uk)
- [bbc.co.uk/bitesize/subjects/z34k7ty](https://bbc.co.uk/bitesize/subjects/z34k7ty)



## Books:

- Python by Example – Nicola Wilkin
- Pearson Edexcel Computer Science Revision Guide
- Pearson Edexcel Computer Science Revision Workbook



## Apps:

- Seneca
- Replit

## Top tips:

- Set a specific page or image as your phone background and change it often – this will help you learn keywords
- Use SmartRevise – continued use of this software is proven to increase grades within Computer Science
- Teach someone else – try to teach a topic to somebody else – this is a great way for you to revise and remember content