## **Computer Science: Paper 1**

- Topic 1: Computational thinking
  - o 1.1 Abstraction and decomposition
  - o 1.2 Algorithms
  - o 1.3 Truth tables
- Topic 2: Data
  - o 2.1 Binary
  - o 2.2 Data representation
  - o 2.3 Data storage and compression
- Topic 3: Computers
  - o 3.1 Hardware
  - o 3.2 Software
  - o 3.3 Programming languages
- Topic 4: Networks
  - 4.1 Networks
  - o 4.2 Network security
- Topic 5: Issues and impacts
  - 5.1 Environmental
  - o 5.2 Ethical and legal
  - o 5.3 Cyber security

## **Computer Science: Paper 2**

- Topic 6: Problem solving with programming
  - o 6.1 Develop code
  - 6.2 Constructs
  - 6.3 Data types and structures
  - o 6.4 Input/output
  - o 6.5 Operators
  - o 6.6 Sub programs

Computer science revision

website: https://isaaccomputerscience.org/topics/gcse#edexcel