

Computing Revision

Awarding Body: **OCR**

Examined Components:

1. 50% Computer systems (01) – 1hr 30 (80 marks)
2. 50% Computational thinking, algorithms and programming (02) – 1hr 30 (80 marks)

Computing requires students to apply their understanding to various different scenarios. In that respect, computing can be classed as a skills-based subject, in much the same way that maths is. The required skillsets across these disciplines therefore overlap, so revision techniques will be similar across both subject areas.

We recommend revising by trying **practice questions** in conjunction with reading. Practising exam questions is the best way of applying understanding to different scenarios, which will enable students to efficiently identify areas of strength and any areas that require more revision. The application of knowledge to practice questions will also help students to embed and deepen their understanding of the topic.

Practical skills can also be practiced via:

- <https://www.pythonsponge.com/> and
- Codecademy: <https://www.codecademy.com/catalog/language/python>

For **practice questions**, the **OCR GCSE CGP revision guide** and **workbook** are the best resource (all students have access to these to borrow from Computing and can also buy via the school office). Students could also access websites such as Studymind (others are available), which collects GCSE past papers and mark schemes for the OCR specification:

- <https://studymind.co.uk/resource/ocr-gcse-computer-science-past-papers/>

BBC bitesize OCR revision pages can also be helpful:

- <https://www.bbc.co.uk/bitesize/examspecs/zmtchbk>

Practice exam questions and other materials are also handed to students in class and are available via their Teams page.

Seneca is also a fantastic revision resource, used by many other subject areas (for good reason):

- Seneca GCSE OCR revision questions: <https://senecalearning.com/en-GB/blog/free-ocr-computer-science-gcse-revision/>