Pearson Edexcel GCSE (9–1) Computer Science 2020

New for paper 2: *Practical onscreen assessment*

Paper 1
Principles of Computer Science
Paper code: **1CP2/01**

✓ 75 marks   🕐 *Written examination: 1 hour 30 minutes*
⚖ *50% of the qualification*

Content overview
This paper will assess Topics 1 to 5.

Computational thinking - understanding of what algorithms are, what they are used for and how they work; ability to follow, amend and write algorithms; ability to construct truth tables.

Data - understanding of binary, data representation, data storage and compression.

Computers - understanding of hardware and software components of computer systems and characteristics of programming languages.

Networks - understanding of computer networks and network security.

Issues and impact - awareness of emerging trends in computing technologies, and the impact of computing on individuals, society and the environment, including ethical, legal and ownership issues.

Assessment overview

This paper consists of five compulsory questions, each one focused on one of the topic areas. The questions consist of multiple-choice, short-, medium- and extended-open-response, tabular and diagrammatic items.

Paper 2
Application of Computational Thinking
Paper code: **1CP2/02**

✓ 75 marks   🕐 *Practical onscreen examination: 2 hours*
⚖ *50% of the qualification*

Content overview
This paper will assess Topic 6: Problem solving with programming.

The main focus of this paper is:

✓ understanding what algorithms are, what they are used for and how they work in relation to creating programs

✓ understanding how to decompose and analyse problems

✓ ability to read, write, refine and evaluate programs.

Assessment overview

This paper is practical in nature and requires students to design, write, test and refine programs in order to solve problems.

Students will complete this assessment onscreen using their Integrated Development Environment (IDE) of choice.

They will be provided with:

✓ coding files

✓ a hard copy of the question paper

✓ Programming Language Subset (PLS) – as a booklet alongside the question paper and as a PDF document on the student's computer.

Students should then answer the six compulsory questions onscreen using Python 3.