

Please write clearly in block capitals.

Centre number

Candidate number

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Forename(s)

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I declare this is my own work.

GCSE COMPUTER SCIENCE

Paper 1 Computational thinking and programming skills – C#

Friday 19 May 2023

Afternoon

Time allowed: 2 hours

Materials

- There are no additional materials required for this paper.
- You must **not** use a calculator.

Instructions

- Use black ink or black ball-point pen. Use pencil only for drawing.
- Answer **all** questions.
- You must answer the questions in the spaces provided.
- If you need extra space for your answer(s), use the lined pages at the end of this book. Write the question number against your answer(s).
- Do all rough work in this book. Cross through any work you do not want to be marked.
- Questions that require a coded solution must be answered in C#.
- You should assume that all indexing in code starts at 0 unless stated otherwise.

Information

The total number of marks available for this paper is 90.

Advice

For the multiple-choice questions, completely fill in the lozenge alongside the appropriate answer.

CORRECT METHOD  WRONG METHODS    

If you want to change your answer you must cross out your original answer as shown.

If you wish to return to an answer previously crossed out, ring the answer you now wish to select as shown.



For Examiner's Use	
Question	Mark
1	
2-3	
4-5	
6-7	
8-9	
10-11	
12	
13-14	
15	
16	
TOTAL	

Aqa Gcse Computer Science Students

George Rouse, Sean O'Byrne



Aqa Gcse Computer Science Students :

GCSE Computer Science for AQA Student Book David Waller,2016-06-02 A new series of bespoke full coverage resources developed for the 2016 AQA and OCR GCSE Computer Science qualifications Written for the AQA GCSE Computer Science specification for first teaching from 2016 this print Student Book uses an exciting and engaging approach to help students build their knowledge and master underlying computing principles and concepts Designed to develop computational thinking programming and problem solving skills this resource includes challenges that build on learning objectives and real life examples that demonstrate how computer science relates to everyday life Remember features act as revision references for students and key mathematical skills relevant to computer science are highlighted throughout A digital Cambridge Elevate enhanced Edition and a free digital Teacher s Resource are also available Aqa Gcse Computer Science Student's Book

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OCR Computer Science for GCSE Student Book George Rouse,Sean O'Byrne,2016-08-15 Exam Board OCR Level GCSE Subject Computer Science First Teaching September 2016 First Exam June 2018 Build student confidence and ensure successful progress through GCSE Computer Science Our expert authors provide insight and guidance to meet the demands of the new OCR specification with challenging tasks and activities to test the computational skills and knowledge required for success in their exams and advice for successful completion of the non examined assessment Builds students knowledge and confidence through detailed topic coverage and explanation of key terms Develops computational thinking skills with practice exercises and problem solving tasks Ensures progression through GCSE with regular assessment questions that can be developed with supporting Dynamic Learning digital resources Instils a deeper understanding and awareness of computer science and its applications and implications in the wider world GCSE Computer Science for AQA 8525 Kevin R Bond,2020-10-21 Student textbook covering AQA GCSE Computer Science 8525 specification in depth It includes programming examples in the programming languages Python VB NET Pascal Delphi C and Java The textbook is organised into chapters that map one to one to the specification Each chapter contains questions which test students understanding of the topic Some chapters also include programming tasks other tasks and discussion questions The textbook is accompanied by downloadable resources and the solutions to all the questions ClearRevise AQA GCSE Computer Science 8525 Online

Pg,2020-06 Absolute clarity is the aim with a new generation of revision guide for the 2020s This guide has been expertly compiled and edited by successful former teachers of Computer Science highly experienced examiners and a good dollop of scientific research into what makes revision most effective Past examinations questions are essential to good preparation improving understanding and confidence This guide has combined revision with tips and more practice questions than you could shake a stick at All the essential ingredients for getting a grade you can be really proud of Each specification topic has been referenced and distilled into the key points to make in an examination for top marks Questions on all topics assessing knowledge application and analysis are all specifically and carefully devised throughout this book **AQA Computer Science for GCSE Student Book** Steve Cushing,2016-08-15 Exam Board AQA Level GCSE Subject Computer Science First Teaching September 2016 First Exam Summer 2018 Build student confidence and ensure successful progress through GCSE Computer Science Builds students knowledge and confidence through detailed topic coverage and key points Instils a deeper understanding and awareness of computer science and its applications and implications in the wider world Develops knowledge and computational thinking skills with tasks featured throughout the book Ensures progression through GCSE with regular assessment questions that can be developed with supporting Dynamic Learning digital resources **AQA GCSE Computer Science** Alison Page,2014-11 Written specifically for the AQA GCSE Computer Science specification the student book covers the key theory and practical aspects of the syllabus helping students to develop their computational thinking and problem solving skills Activities to transfer theory into practice Key terms and study tips provide clarifications to help students avoid misconceptions Chapter ends include an overview along with a set of questions to reinforce and extend learning **AQA GCSE Computer Science** Steve Cushing,2013-01-25 Written by a subject expert and experienced author AQA GCSE Computer Science Student s Book guide you through the differently assessed elements of the specification and covers Component 1 Practical Programming controlled assessment and Component 2 Computing Fundamentals examined component Provides strategies for teachers and students for tackling the practical elements of the course Supports students in understanding the theoretical aspects of the course and developing key skills Covers the key aspects of designing a solution solution development programming techniques and testing and evaluation for controlled assessment tasks including a range of examples in different computer languages for each stage **My Revision Notes AQA GCSE Computer Science Computing Fundamentals** Steve Cushing,2013-10-25 Unlock your full potential with this revision guide which focuses on the key content and skills you need to know With My Revision Notes for AQA GCSE Computer Science which perfectly matches the latest examined elements of the course you can Take control of your revision plan and focus on the areas you need to revise with advice summaries and notes from author Steve Cushing Show you fully understand key topics by using specific strategies and theories to add depth to your knowledge of programming and computing issues and processes Apply programming and computing terms accurately with the help of definitions and key words on all topics Improve your skills to

tackle specific exam questions such as how to choose appropriate programming languages with the help of self testing and exam style questions and answers Get exam ready with last minute quick quizzes at www.hodderplus.co.uk/myrevisionnotes

AQA GCSE Computer Science, Second Edition George Rouse, Lorne Pearcey, Gavin Craddock, Ian Paget, 2020-10-12
Updated specification first teaching September 2020 Specification code 8525 Written by leading Computer Science teachers this textbook will guide students through the updated AQA GCSE Computer Science specification topic by topic and provide them with standalone recap and review sections practice questions worked examples and clear explanations of complex topics This textbook br Prepares students for assessment with numerous practice questions for all topicsbr Develops computational thinking skillsbr Provides differentiated material with the beyond the spec featurebr Includes standalone recap and review sections at the end of each chapterbr Provides definitions of technical terms along with a glossary of words to ensure students feel confident with the assessment Authors George Rouse Lorne Pearcey and Gavin Craddock are highly respected and widely published authors of resources *AQA GCSE Computer Science (9-1) 8525* S. Robson, Pm Heathcote, 2020-03-31 This book is aimed at GCSE students It provides comprehensive yet concise coverage of all the topics covered in the new AQA 8525 Computer Science specification written and presented in a way that is accessible to teenagers It will be invaluable both as a course text and as a revision guide for students nearing the end of their course It is divided into nine sections covering every element of the specification Sections 1 2A and 2B of the textbook cover algorithms and programming concepts with a theoretical approach to provide students with experience of writing tracing and debugging pseudocode solutions without the aid of a computer These sections would complement practical programming experience

NEW GCSE COMPUTER SCIENCE AQA COMPLETE R, 2020-08-26 **New Perspectives on Virtual and Augmented Reality** Linda Daniela, 2020-05-31 New Perspectives on Virtual and Augmented Reality discusses the possibilities of using virtual and augmented reality in the role of innovative pedagogy where there is an urgent need to find ways to teach and support learning in a transformed learning environment Technology creates opportunities to learn differently and presents challenges for education Virtual reality solutions can be exciting create interest in learning make learning more accessible and make learning faster This book analyses the capabilities of virtual augmented and mixed reality by providing ideas on how to make learning more effective how existing VR AR solutions can be used as learning tools and how a learning process can be structured The virtual reality VR solutions can be used successfully for educational purposes as their use can contribute to the construction of knowledge and the development of metacognitive processes They also contribute to inclusive education by providing access to knowledge that would not otherwise be available This book will be of great interest to academics researchers and post graduate students in the field of educational technology **Free Learning** Ross Parker, David Coniam, Peter Falvey, 2021-11-29 This edited volume explores investigates and analyses Free Learning an innovative approach to student directed learning which seeks to challenge educational norms from within The volume is

framed by a recognition of the urgent need for transformation of our educational systems In traditional education students work through a teacher directed linear syllabus at a pace dictated by the teacher with summative assessment hurdles at too frequent intervals Progression and direction are determined solely by the teacher In Free Learning students determine their own learning pathway through a non linear syllabus which can be visualised as a mind map Students may then complete as many units as they either have time for or are interested in moving from one unit to another on the basis of having formatively satisfied the demands of each individual unit This volume showcases the value and potential of Free Learning in contemporary practice and is intended to bridge theory and practice The structure of the book reflects this complementary fit with contributions from practitioners describing Free Learning as a learning and teaching tool in a range of educational settings subjects and age ranges It also contains qualitative and quantitative analyses by researchers exploring the uptake of Free Learning and students responses to the methodology Researchers and educators who are interested in student directed methodologies especially in Asia will find that the practical accounts and analyses of Free Learning contained within provide much food for thought with regard to redefining student learning

My Revision Notes: AQA GCSE (9-1) Computer Science, Third Edition George Rouse, Lorne Pearcey, Gavin Craddock, 2021-06-25 Target exam success with My Revision Notes Our updated approach to revision will help students learn practise and apply skills and understanding Coverage of key content is combined with practical study tips and effective revision strategies to create a guide students can rely on to build both knowledge and confidence My Revision Notes AQA GCSE Computer Science will help students br Strengthen subject knowledge and key terms by working through clear and focused key content *Aqa Gcse (9-1) Computer Science S* Robson, P M Heathcote, 2016-06-15 This textbook provides comprehensive yet concise coverage of all the topics covered in the new AQA GCSE Computer Science Specification 8520 written in a clear and understandable style with many in text questions to test students understanding of the material and their ability to apply it This will be invaluable not only as a course textbook but also as a revision guide Each of the eight sections cover one of the major topics in specification sections 3 1 3 7 for Paper 1 and Paper 2 of this course Each subtopic contains sample examination questions from past examination papers which can be set as homework Answers to all these are available to teachers only in a Teachers Supplement which can be ordered free from our website as a downloadable pack This book has been approved by AQA *GCSE Computer Science for AQA* Kevin R Bond, 2017-08-25 Student textbook covering AQA GCSE Computer Science 8520 specification in depth It includes programming examples in the programming languages Python VB NET Pascal Delphi C and Java The textbook is organised into chapters that map one to one to the specification Each chapter contains questions which test students understanding of the topic Some chapters also include programming tasks other tasks and discussion questions The textbook is accompanied by downloadable resources and the solutions to all the questions *Teaching Computing in Secondary Schools* William Lau, 2017-09-22 This book provides a step by step guide to teaching computing at secondary level

It offers an entire framework for planning and delivering the curriculum and shows you how to create a supportive environment for students in which all can enjoy computing. The focus throughout is on giving students the opportunity to think, program, build and create with confidence and imagination, transforming them from users to creators of technology. In each chapter, detailed research and teaching theory is combined with resources to aid the practitioner, including case studies, planning templates and schemes of work that can be easily adapted. The book is split into three key parts: planning, delivery and leadership and management, and covers topics such as curriculum and assessment design, lesson planning, cognitive science behind learning, computing pedagogy and instructional principles, mastery learning in computing, how to develop students' computational thinking, supporting students with special educational needs and disabilities, encouraging more girls to study computing, actions, habits and routines of effective computing teachers, behaviour management and developing a strong classroom culture, how to support and lead members of your team. *Teaching Computing in Secondary Schools* is essential reading for trainee and practising teachers and will prove to be an invaluable resource in helping teaching professionals ensure that students acquire a wide range of computing skills which will support them in whatever career they choose.

Choose the right A levels Ray Le Tarouilly, 2017-11-03. Selecting the right A levels is more important than ever in helping you shape your future path, whether through securing a place at your ideal university or starting out on your chosen career. But with such a huge variety of subject options and combinations on offer, where do you begin and indeed what are the right choices? In truth, what's right is what's best for you, and any decisions you make about your future should therefore be informed and personal to you, to ensure you find the perfect match to suit your own individual interests, skills and learning style. Giving you all the knowledge you need at your fingertips to support you in making these important decisions, *Choose the Right A levels* is your one-stop source of practical information, answering key questions such as: What does the course outline look like and how is the subject assessed? What key skills does the subject draw on and develop? Which subjects are preferred or required for certain degree courses and careers? What will I need at GCSE to study the subject and how does the subject compare to GCSE? What subjects combine well together? This comprehensive and impartial guide also features comparative data on national pass rates for each subject and insightful student case studies on what did and didn't work well for others. Written by an expert Careers Adviser and laid out in a simple format for ease of use, this accessible guide is your essential aid to navigating the wide range of subject options available and making the best choices for you and your future.

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Table of Contents Aqa Gcse Computer Science Students

1. Understanding the eBook Aqa Gcse Computer Science Students
 - The Rise of Digital Reading Aqa Gcse Computer Science Students
 - Advantages of eBooks Over Traditional Books
2. Identifying Aqa Gcse Computer Science Students
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Aqa Gcse Computer Science Students
 - User-Friendly Interface
4. Exploring eBook Recommendations from Aqa Gcse Computer Science Students
 - Personalized Recommendations
 - Aqa Gcse Computer Science Students User Reviews and Ratings
 - Aqa Gcse Computer Science Students and Bestseller Lists
5. Accessing Aqa Gcse Computer Science Students Free and Paid eBooks
 - Aqa Gcse Computer Science Students Public Domain eBooks
 - Aqa Gcse Computer Science Students eBook Subscription Services
 - Aqa Gcse Computer Science Students Budget-Friendly Options

6. Navigating Aqa Gcse Computer Science Students eBook Formats
 - ePub, PDF, MOBI, and More
 - Aqa Gcse Computer Science Students Compatibility with Devices
 - Aqa Gcse Computer Science Students Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Aqa Gcse Computer Science Students
 - Highlighting and Note-Taking Aqa Gcse Computer Science Students
 - Interactive Elements Aqa Gcse Computer Science Students
8. Staying Engaged with Aqa Gcse Computer Science Students
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Aqa Gcse Computer Science Students
9. Balancing eBooks and Physical Books Aqa Gcse Computer Science Students
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Aqa Gcse Computer Science Students
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Aqa Gcse Computer Science Students
 - Setting Reading Goals Aqa Gcse Computer Science Students
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Aqa Gcse Computer Science Students
 - Fact-Checking eBook Content of Aqa Gcse Computer Science Students
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements

- Interactive and Gamified eBooks

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