Examination Portion– JAN 2023
IGCSE COMPUTER SCIENCE - Year 11

Unit 1: Problem Solving

Chapter 1 – Understanding Algorithms

Chapter 2 – Creating Algorithms

Chapter 3 – Sorting and Searching Algorithms

Chapter 4 – Decomposition and Abstraction

Unit 2: Programming

Chapter 5 – Develop code

Chapter 6 – Making programs easy to read

Chapter 7 – Strings

Chapter 8 – Data structures

Chapter 9 – Input / Output

Chapter 10 – Subprograms

Chapter 11 – Testing and Evaluation

Unit 3: Data

Chapter 12 – Binary

Chapter 13 – Data Representation

Chapter 14 – Data Storage and compression

Chapter 15 – Encryption

Unit 4: Computers

Chapter 16 – Machines and computational models

Chapter 17 –Hardware

Chapter 18 – Logic

Chapter 19 – Software

Chapter 20 – Programming Languages

Unit 5: Communication and the Internet

Chapter 21 – Networks

Chapter 22 – Network security

Chapter 23 – The Internet and the World Wide Web

Unit 6: The Bigger Picture

Chapter 24 – Computing and the environmental impact of technology
Chapter 25 – Privacy
Chapter 26 – Digital Inclusion
Chapter 27 – Professionalism
Chapter 28 – Computing and the legal Impact of technology

EDEXCEL INTERNATIONAL GCSE (9-1)
COMPUTER SCIENCE
Student Book (David Waller, Chris Charles, Pete Dring, Alex Hadwen-Bennett, Jason Welch, Shaun Whorton)
Note: Refer TEXTBOOK, PowerPoint presentations and activities
Posted in Google Classroom