IT AND COMPUTER SCIENCE COMPUTER SCIENCE GCSE | 2 Year Course | Exam 1 (50%) | Exam 2 (50%) SYSTEM ARCHITECTURE MEMORY AND STORAGE Computer Systems Hardware, Input, Output CPU Registers CPU Performance RAM, ROM Magnetic, Optical, Solid State, Cloud Binary, Hexadecimals Sound, Characters, Images COMPUTER NETWORKS NETWORK SECURITY Types of Networks Network Performance VPN and Protocols Architecture and Topologies Cyber Security Malware and Social Engineering Ethical Hacking Encryption and Threat Prevention SYSTEM SOFTWARE IMPACTS AND LEGISLATIONS Operating Systems User Interface and Management Utility Software Compression and Defragmentation Artificial Intelligence Real World Issues and Cultural Divide Legislations Future Impacts ALGORITHMS PROGRAMMING Computational Thinking Flowcharts Pseudocode Searching and Sorting Algorithms Programming Fundamentals Data Types Programming Techniques Robust Programs KEY STAGE 3 RELATED SUBJECTS Hardware | App Development | Cyber Security | Python Basics | Networks JOB OPPORTUNITIES Games Developer/Designer | Cyber Security Consultant | Software Engineer Forensic Computer Analyst | UX Designer | Web Developer/Designer Network Engineer | Robotics/Artificial Intelligence | Multimedia Programmer