

0478

COMPUTER SCIENCE TIPS AND PAPERS

BY MAKE STUDY SIMPLE

PAPER 1 - THEORY


- 1 HOUR 45 MIN
- 60% OF YOUR GRADE / 75 MARKS
- SHORT-ANSWER AND STRUCTURED QUESTIONS
- NOTE THAT: **CALCULATORS AREN'T PERMITTED**

PAPER 2 - PROBLEM-SOLVING AND PROGRAMMING

- 1 HOUR 45 MIN
- 40% OF YOUR GRADE / 50 MARKS
- SHORT-ANSWER AND STRUCTURED QUESTIONS
- NOTE THAT: **CALCULATORS AREN'T PERMITTED**
- 20 MARKS ARE FROM QUESTIONS SET ON THE PRE-RELEASE MATERIAL

MUST DOS WHEN PREPARING FOR PAPER 1

THEORY



Firstly, you should pay attention to your classes, because you would not want to study again by yourself.

After that, you should do past papers' exercise after each chapter to understand the type of questions they would have.

Lastly, look at the mark schemes to get a grip of the answers' structures(point breakdown, key answers etc).

MUST DOS WHEN PREPARING FOR PAPER 2

PROBLEM-SOLVING AND PROGRAMMING



First of all, to help you understand more what algorithm is, you should start coding by yourself. Python is recommended.

Keep writing in Pseudocode until you are familiar enough with it, since the exam suggest you to write in Pseudocode.

Breakdown your pre-release material and work on it until you fully figure out what they are asking for.

FURTHER TIPS

**Take your notes from
znotes.org**

Reading only your coursebook is not enough,
because the exam asks for key points.

**Start solving
problems from rgb7
website.**

**Search up computer
science's revision videos on
youtube**