

## Computer Science 4512 2 Aqa

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AQA GCSE Computer Science: Data Representation - Topic 13 [OLD COURSE]

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AQA GCSE Computer Science 2018 Paper 2 Question 11 AQA GCSE Computer Science 2018  
Paper 1 Question 6 Computer Science 4512 2 Aqa  
4512/2 June 2016 Version: 1.1 Final Mark schemes are prepared by the Lead Assessment  
Writer and considered, together with the relevant questions, by a panel of subject teachers.

GCSE Computer science Mark scheme Unit 02 - Computing ...

This is a collection of 2 resources designed to aid in the tracking and monitoring of students who are completing the AQA GCSE Computer Science (4512) Specification. In Component 2 of the specification students are tested on a range of different theoretical elements relating to Computer Science. With this checklist and tracker you will be able to keep track of how much progress each individual student has made across the course content.

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AQA GCSE Computer Science (4512) - Component 2 - Checklist ...

M/AH/104416/Jun14/E3 4512/2 (JUN144512/201) General Certificate of Secondary Education  
June 2014 Computer Science 4512/2 Unit 2 Computing Fundamentals Thursday 12 June  
2014 1.30 pm to 3.00 pm You will need no other materials You must not use a calculator.  
Time allowed 1 hour 30 minutes Instructions Use black ink or black ball-point pen. Use pencil  
only for drawing.

Computer Science 4512/2 - Past Papers

1. MARK SCHEME – GCSE COMPUTER SCIENCE – 4512/2 – JUNE 2015. 5 of 16. 4 a 1 mark if  
1 stage correct (and the candidate has written this stage only once); 2 marks if 2 stages  
correct (and the candidate has written both of these stages only once); 3 marks if all 4 stages  
correct; The correct stages are: Stage 1 is Analysis Stage 2 is Design Stage 3 is  
Implementation Stage 4 is Testing.

GCSE Computer science Mark scheme Unit 02 - Computing ...

This section aims to fit in with the AQA GCSE Computer Science 4512 syllabus but is not  
endorsed by AQA. The first examinatin was in 2014 and the last examination was in 2017 and  
the course has been replaced by AQA GCSE Computer Science 8520. Course Content. 3.1.1  
Constants, variables and data types; 3.1.2 Structures; 3.1.3 Program flow control

GCSE Computer Science/AQA GCSE Computer Science 4512 ...

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COMPUTER SCIENCE. Unit 2 – Computing Fundamentals. Mark scheme. 4512/2. June 2014. Version/Stage: v1.0 Final. Mark schemes are prepared by the Lead Assessment Writer and considered, together with the relevant questions, by a panel of subject teachers.

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Past Papers Of Home/AQA/GCSE/Computer-Science-4512 ...

L/J16/4512/2 (20) 10 The algorithm in Figure 5 simulates the game of rock–paper–scissors. Player 1 enters the number 1 for paper, the number 2 for rock or the number 3 for scissors. Player 2 then does the same. You should assume that the numbers entered by the players are stored as integers.

GCSE Computer science Question paper Unit 02 - Computing ...

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Paper 1: Mark scheme June 2018 (593.2 KB) Paper 2: Question paper June 2018 (342.7 KB)

Paper 2: Modified question paper June 2018 (571.6 KB) Paper 2: Examiner report June 2018 (63.7 KB) Paper 2: Mark scheme June 2018 (533.9 KB)

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1 April 2021 GCSE Computer Science pre-released programming project issued 1 April 2021. Available on Secure Key Materials on [aqa.org.uk](http://aqa.org.uk) (8520-NEA) Specification news. Changes to 2021 exams for GCSE Computer Science. Tuesday 6 Oct 2020. Update: summer 2021 Programming Project.

AQA | Computer Science and IT | GCSE | Computer Science

We ' ve worked collaboratively with teachers and the computer science community to produce a specification that ' s as inspiring to teach as it is to learn. Our GCSE has built-in

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progression to further studies and is recognised as developing the skills that employers value. Specification. Specification at a glance. Past papers and mark schemes

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GCSE to A-level progression This document provides guidance for those using our current GCSE Computer Science specification (4512) with the intention to progress to our new A-level specification (7517) – first teaching September 2015. Grade Boundaries GCSE June 2016 (64k)

AQA | Search

These supplementary questions are taken from the 2014/5/6 GCSE Computer Science (4512) assessments. The table on page 2 shows the content in our new GCSE Computer Science (8520) specification to which these questions relate. These supplementary questions should not be treated as a complete paper, they do not provide a balanced coverage of the specification or the assessment objectives in the same way that a fully live paper would do.

GCSE Computer Science Supplementary questions Paper 2

Students can learn valuable skills and prepare for the workplace with our Functional Skills, Level 1/2 Award, GCSE, AS and A-level qualifications. Students can progress through our qualifications to study A-level Computer Science or ICT and then follow-on to pursue courses in higher education or careers in computing.

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AQA | Subjects | Computer Science and IT

Computer Science 4512/2 Unit 2 Computing Fundamentals Wednesday 3 June 2015 9.00 am to 10.30 am You will need no other materials You must not use a calculator. Time allowed ...  
AQA GCSE Computer science ...

Computer Science 4512/2 - Past Papers

REPORT ON THE EXAMINATION – GCSE Computer Science – 4512/2– Summer 2014 3 of 6  
Where possible these papers were marked online this summer to ensure efficiency and accuracy of marking. Because of this, it is possible to collect a wide range of statistics on each part of each question as well as on the exam paper as a whole.

GCSE Computer science Examiner report Unit 02 - Computing ...

new GCSE in Computer Science (8520) with our current GCSE Computer Science (4512).

Content The content provides a high degree of continuity and progression from the Computing Programme of Study at KS3 and leads to our AS and A-level Computer Science qualifications. This guide shows you the topics that are common to our current (4512) and new draft (8520) specifications.

GCSE Computer Science Comparison of content - AQA

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