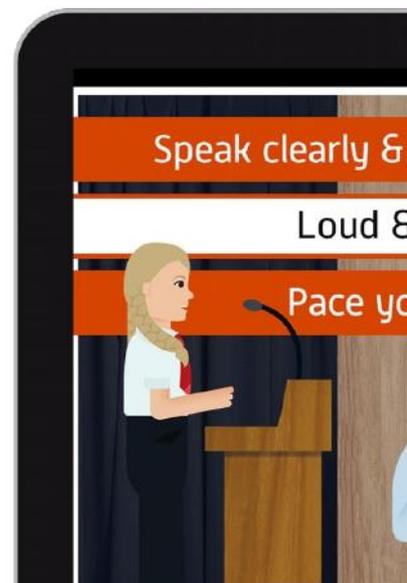
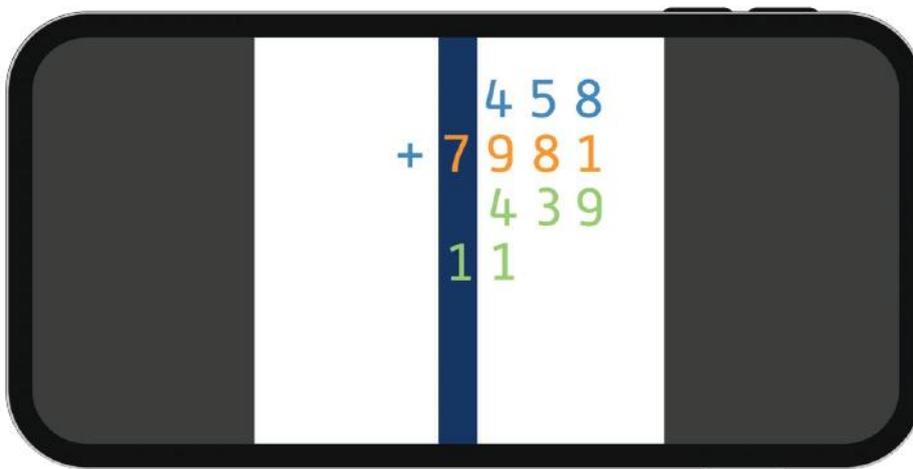
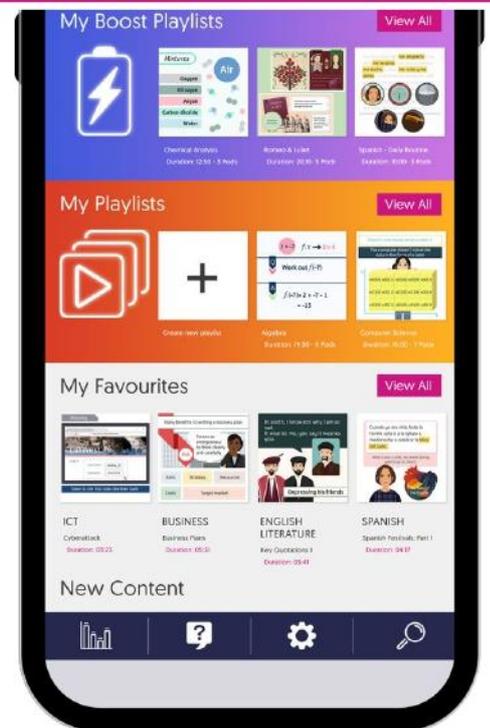


Content

-  Pods
-  Check & Challenge
-  Ready Made Assignments
-  Additional Resources
-  In Production



Computer Science

AQA

Getting Ready for KS4 (GCSE)

Getting Ready for KS4 (GCSE) Computer Science

Getting Ready for KS4 (GCSE)	GRF-01-001			
Embedded Systems	COMP-36-003			
Number Bases	COMP-39-001			
Data Types	COMP-49-001			
LAN and WAN	COMP-41-001			
Network Security	COMP-41-010			
Network Threats 1	COMP-41-008			
Computational Thinking	COMP-45-003			
Logic Diagrams & Operations	COMP-05-002			
What is Encryption?	COMP-21-001			
Software and Ethics	COMP-78-001			

Fundamentals of Algorithms

Representing Algorithms

What are Algorithms?	COMP-28-001	
Computational Thinking	COMP-45-003	
Pseudocode	COMP-28-005	
What are Algorithms? (Part 2)	COMP-28-002	
Flow Diagrams	COMP-28-006	
Trace Tables	COMP-31-005	

Efficiency of Algorithms

Efficiency in Algorithms	COMP-28-011	
--------------------------	-------------	--

Searching Algorithms

Searching 1	COMP-30-003		
-------------	-------------	--	--

Sorting Algorithms

Symbol Keys

Pods
 In production
 Check & Challenge
 Ready Made Assignment
 Additional Resources

Merge Sort

COMP-45-001  

Bubble Sort

COMP-49-004  

Programming

Data Types

Data Types

COMP-49-001 

Programming Concepts

Variables & Constants

COMP-29-001  

Sequences, Selection & Iteration

COMP-28-007  

Procedures & Functions

COMP-28-003  

Arithmetic, Relational and Boolean Operations in a Programming Language

Arithmetic and Logic Operations

COMP-49-002 

Data Structures (AQA)

What is a data structure?

COMP-29-009 

Arrays

COMP-29-005 

Records

COMP-51-001 

Database Fundamentals

IT-09-001 

Input/Output

What is a Computer System?

COMP-36-001 

String Handling Operations in a Programming Language

String Operations

COMP-49-003 

Structured Programming and Subroutines (Procedures and Functions)

Procedures & Functions

COMP-28-003  

Procedures & Functions (Part 2)

COMP-28-004  

Robust and Secure Programming

Data Validation

COMP-79-001 

How & Why We Test

COMP-31-001 

Symbol Keys



Pods



In production



Check & Challenge



Ready Made Assignment



Additional Resources



gcsepod.com



info@gcsepod.com



+44 191 338 7830

Error Catching	COMP-31-004	▶
Test Data	COMP-46-001	▶
Tests & Expected Outcomes	COMP-31-003	▶
Types of Error	COMP-31-002	▶

Fundamentals of Data Representation

Number Bases

Number Bases	COMP-39-001	▶
Storing Sound	COMP-71-001	▶
Why we use Binary and Hexadecimal	COMP-68-001	▶

Converting Between Number Bases

What is Binary?	COMP-64-001	▶
Denary & Hexadecimal	COMP-16-005	▶
Denary to Binary	COMP-16-001	▶
Binary to Denary	COMP-16-002	▶

Units of Information

What is Binary?	COMP-64-001	▶
Data Capacity Requirements	COMP-61-001	▶
Data Capacity Requirements	COMP-38-002	▶

Binary Arithmetic

Adding Binary	COMP-16-003	▶
Types of Binary Shift	COMP-81-001	▶
Binary Shifts	COMP-39-002	▶

Character Encoding

Representing Characters.	COMP-69-001	▶
--------------------------	-------------	---

Representing Images and Sound

Representing Images	COMP-70-001	▶
Storing Sound	COMP-71-001	▶
Sampling	COMP-50-001	▶

Data Compression

Data Compression	COMP-62-002	▶
------------------	-------------	---

Symbol Keys

▶ Pods ✂ In production 💎 Check & Challenge 📄 Ready Made Assignment 📖 Additional Resources

Huffman Coding	COMP-42-003	▶
Representing Characters.	COMP-69-001	▶
Run-Length Encoding	COMP-42-004	▶

Computer Systems

Hardware and Software

Computer Systems	IT-01-001	▶
------------------	-----------	---

Boolean Logic

Truth Tables	COMP-05-003	▶
Logic Diagrams & Operations	COMP-05-002	▶
Logic Diagrams & Operations 2	COMP-64-002	▶
Logic Diagrams & Operations 3	COMP-64-003	▶
Simplifying Boolean Expressions	COMP-54-002	▶

Software Classification

Functions of an Operating System	COMP-11-001	▶
Application Software	IT-02-002	▶
System Maintenance	COMP-67-001	▶

Classification of Programming Languages and Translators

Programming Levels	COMP-09-001	▶
Compiling and Interpreting	COMP-44-001	▶

Systems Architecture

Parts of a CPU	COMP-63-001	▶	◆
CPU Characteristics	COMP-63-002	▶	◆
Von Neumann Architecture	COMP-36-002	▶	◆
Purpose of a CPU	COMP-04-001	▶	◆
Fetch, Decode & Execute	COMP-04-002	▶	◆
RAM and ROM	COMP-37-001	▶	◆
Use of Secondary Storage	COMP-08-001	▶	◆
Types of Secondary Storage	COMP-38-001	▶	◆
The Internet, the Web and the Cloud	COMP-42-001	▶	◆
Embedded Systems	COMP-36-003	▶	◆

Symbol Keys

▶ Pods ✂ In production ◆ Check & Challenge 📄 Ready Made Assignment 📖 Additional Resources

Fundamentals of Computer Networks

Fundamentals of Computer Networks

Introduction to Networks	IT-03-001	▶
Network Hardware	COMP-41-002	▶
LAN and WAN	COMP-41-001	▶
Common Topologies (AQA)	COMP-74-003	▶
Protocols	COMP-41-004	▶
Network Security	COMP-41-010	▶
Network management and security	COMP-24-007	▶
Factors that Affect the Performance of Networks	COMP-41-005	▶
Layers	COMP-41-007	▶

Cyber Security

Fundamentals of Cyber Security

Network Security	COMP-41-010	▶
------------------	-------------	---

Cyber Security Threats

Network Threats 1	COMP-41-008	▶
Network Threats 2	COMP-41-009	▶
Network Security	COMP-41-010	▶

Social Engineering and Malware

Network Threats 1	COMP-41-008	▶
-------------------	-------------	---

Methods to Detect and Prevent Cyber Security Threats

Network Security	COMP-41-010	▶
------------------	-------------	---

Ethical, Legal and Environmental Impacts of Digital Technology on Wider Society

Ethical, Legal and Environmental Impacts of Digital Technology on Wider Society

Approaching Complex Issues	COMP-48-001	▶
Computer Law	COMP-48-002	▶

Revision Skills and Tips - Computer Science

Symbol Keys

▶ Pods  In production  Check & Challenge  Ready Made Assignment  Additional Resources

Revision and Study Skills

Introduction	REV-001-004-001		
Planning for Revision	REV-001-004-002		
Developing Independent Study Skills for Success	REV-001-004-003		
Managing Exam Stress	REV-001-004-004		
Keeping Your Brain Active During Revision	REV-001-004-005		
Summary	REV-001-004-006		
Web Links	REV-001-004-007		

GCSEPod's Top Revision Tips

GCSEPod's Top Revision Tips	REV-011-001		
-----------------------------	-------------	---	---

Getting Ready for KS5 (A Level)

Getting Ready for KS5 (A Level) Computer Science

Getting Ready for KS5 (A Level)	GRF-01-002			
Von Neumann Architecture	COMP-36-002			
Computational Thinking	COMP-45-003			
Sequences, Selection & Iteration	COMP-28-007			
Flat Files & Relational Databases	COMP-22-002			
Procedures & Functions	COMP-28-003			
Programming Levels	COMP-09-001			
What is a data structure?	COMP-29-009			
Bubble Sort	COMP-49-004			
Approaching Complex Issues	COMP-48-001			
Searching 1	COMP-30-003			

Symbol Keys



Pods



In production



Check & Challenge



Ready Made Assignment



Additional Resources



gcsepod.com



info@gcsepod.com



+44 191 338 7830