

Edexcel GCSE Computer Science (1CP2)

Unit-wise syllabus and marks for the 2026-27 session.

UNITS	SESSION
6	2026-27

Exam pattern. Two externally examined papers, 50% each. Paper 1, Principles of Computer Science (1CP2/01): written, 1 hour 30 minutes, 75 marks, assessing Topics 1 to 5 in five compulsory questions. Paper 2, Application of Computational Thinking (1CP2/02): onscreen, 2 hours, 75 marks, assessing Topic 6 in six compulsory questions.

Practical. Paper 2 is a practical assessment. Students design, write, test and refine programs onscreen in the IDE of their choice and answer in Python 3, working from supplied coding files and a printed question paper. Programming is practised every week, not revised from notes.

#	UNIT AND TOPICS	MARKS
1	Topic 1: Computational thinking What algorithms are, what they are used for and how they work; Following, amending and writing algorithms; Constructing and completing truth tables; Decomposition and abstraction applied to real problems	—
2	Topic 2: Data Binary and denary conversion, and binary arithmetic; Representing text, images and sound as data; Units of data storage and how storage is calculated; Lossy and lossless compression, and why compression is used	—
3	Topic 3: Computers Hardware components of a computer system and what each does; System software, application software and the role of the operating system; The characteristics of high-level and low-level programming languages; Translators: compilers and interpreters	—
4	Topic 4: Networks Types of network, topologies and the hardware a network needs; Protocols and the layered model of network communication; Network security threats and how they are identified; Methods of protecting a network, including encryption and authentication	—
5	Topic 5: Issues and impact Emerging trends in computing technology; Impact of computing on individuals, society and the environment; Ethical, legal and ownership issues, including data protection; Environmental impact and	—

#	UNIT AND TOPICS	MARKS
---	-----------------	-------

responsible disposal of technology

6 Topic 6: Problem solving with programming

Decomposing and analysing a problem before writing any code; Reading, writing, refining and evaluating programs; Variables, selection, iteration, arrays, functions and file handling in Python 3; Designing, writing, testing and refining programs onscreen, as Paper 2 is examined

Need help covering this syllabus?

Live online classes with Kajal Mehta, teaching since 2006. Free demo first, no payment. WhatsApp +91 97255 25791 · [kwickprep.com](https://www.kwickprep.com)

Kwickprep. Prepared from the board's prescribed curriculum for 2026-27; always check the board's own document for the final word, as it can be revised mid-session.