



## Year 10

### Computer Science: Areas for Development

#### Revision Resources

1	Principles of computer science - <a href="https://www.bbc.co.uk/bitesize/guides/z7ddqhv/revision/2">Decomposition and abstraction</a> <a href="https://www.bbc.co.uk/bitesize/guides/z7ddqhv/revision/2">https://www.bbc.co.uk/bitesize/guides/z7ddqhv/revision/2</a>
2	Computational thinking, algorithms and programming - <a href="https://www.bbc.co.uk/bitesize/guides/zb3yb82/revision/2">String manipulation</a> <a href="https://www.bbc.co.uk/bitesize/guides/zb3yb82/revision/2">https://www.bbc.co.uk/bitesize/guides/zb3yb82/revision/2</a>
3	Principles of computer science - <a href="https://www.bbc.co.uk/bitesize/guides/zkrr97h/revision/3">Common CPU components</a> <a href="https://www.bbc.co.uk/bitesize/guides/zkrr97h/revision/3">https://www.bbc.co.uk/bitesize/guides/zkrr97h/revision/3</a>
4	Data representation - <a href="https://www.bbc.co.uk/bitesize/guides/z26rcdm/revision/2">Binary to denary (vice-versa)</a> <a href="https://www.bbc.co.uk/bitesize/guides/z26rcdm/revision/2">https://www.bbc.co.uk/bitesize/guides/z26rcdm/revision/2</a>
5	Data representation - <a href="https://www.bbc.co.uk/bitesize/guides/zsnbr82/revision/3">2's compliment</a> <a href="https://www.bbc.co.uk/bitesize/guides/zsnbr82/revision/3">https://www.bbc.co.uk/bitesize/guides/zsnbr82/revision/3</a>
6	Principles of computer science - <a href="https://www.bbc.co.uk/bitesize/guides/z6qqmsg/revision/5">Binary arithmetic shifts</a> <a href="https://www.bbc.co.uk/bitesize/guides/z6qqmsg/revision/5">https://www.bbc.co.uk/bitesize/guides/z6qqmsg/revision/5</a>

Kindness, Integrity and Tenacity