

Edexcel GCSE Computer Science 1CP2

Y11 Revision Guide
January – May 2026

Exam Specification and Exam Board	Edexcel Computer Science 1CP2
Past Paper Questions	Exam Revision Resources https://qualifications.pearson.com/en/qualifications/edexcel-gcses/computer-science-2020/coursematerials.html#%2FfilterQuery=Pearson-UK:Category%2FExam-materials
Useful Revision Websites	https://www.bbc.co.uk/bitesize/examspecs/zdqy7nb https://isaacomputerscience.org/topics/gcse?examBoard=all&stage=all#edexcel https://www.youtube.com/watch?v=KyH-9WG1utM&list=PLCiOXwirraUCo6-YUFGk34mAinrmC7y6j
Exam Info	Paper 1: Principles of Computer Science – Wednesday 13 May PM – 1.5 hours Paper 2: Application of Computational Thinking – Tuesday 19 May PM – 2 hours

Week

Activity 1

Activity 2

Edexcel GCSE Computer Science 1CP2

1 05.01.26	Topic 1.1 Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/eb973d12-5f5c-42ad-9e78-d777a47e14d1?suggestedProvider=microsoft	Basic Python Syntax Write basic print statements and variable assignments in Python.
2 12.01.26	Topic 1.2 Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/34907ab9-4037-406d-aac3-bbbd44e93c94?suggestedProvider=microsoft	Variables and Data Types Experiment with integers, floats, and strings in Python.
3 19.01.26	Topic 2.1 Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/55f10200-51d8-4bc8-9e91-07ee4d03693c?suggestedProvider=microsoft	Basic Input/Output Using input() and print() Write a program that asks for user input and displays it
4 26.01.26	Topic 2.2 Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/5dcea14d-6138-407a-a2c8-c8982cba5154?suggestedProvider=microsoft	Arithmetic Operators Write a program to perform basic arithmetic operations.
5 02.02.26	Topic 2.3 Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/a7783101-e360-440d-91fc-6032a3dc6b3d?suggestedProvider=microsoft	Relational and Logical Operators Create a program that compares two numbers and outputs results.
6 09.02.26	Topic 3.1 Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/a7783101-e360-440d-91fc-6032a3dc6b3d?suggestedProvider=microsoft	Control Flow - If Statements Revision Activity:



Edexcel GCSE Computer Science 1CP2

	ments/assignment/65d671fe-1e00-475e-8a0a-887decd3b655?suggestedProvider=microsoft	Write a program to check if a number is even or odd.
February Half Term	Topic 3.2 Seneca: https://app.senecalearning.com/dashboards/class/vvkrhgvk2/assignments/assignment/b74f0dae-6172-4bbd-be52-7658a422a466?suggestedProvider=microsoft	Control Flow - If/Else Statements Extend the previous program to include an else statement.
7 23.02.26	Topic 4.1 Seneca: https://app.senecalearning.com/dashboards/class/vvkrhgvk2/assignments/assignment/37fe7a60-b575-41d3-860a-72f24aee7b1b?suggestedProvider=microsoft	Repetition – For Loops Write a program that prints numbers 1 to 10.
8 02.03.26	Topic 4.2 Seneca: https://app.senecalearning.com/dashboards/class/vvkrhgvk2/assignments/assignment/ad1ff17a-f57b-49ab-a0c3-ca10d40a2433?suggestedProvider=microsoft	Repetition – While Loops Write a program that continues until a user inputs 'stop'.
9 09.03.26	Topic 4.3 Seneca: https://app.senecalearning.com/dashboards/class/vvkrhgvk2/assignments/assignment/aa80a7d4-5766-4269-a9b1-0571275d2d06?suggestedProvider=microsoft	Functions Create a function that calculates the area of a rectangle.



Edexcel GCSE Computer Science 1CP2

10 16.03.26	Topic 5.3 Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/aa80a7d4-5766-4269-a9b1-0571275d2d06?suggestedProvider=microsoft	Parameters and Return Values Modify the previous function to accept parameters for length and width.
11 23.03.26	Topic 5.1 Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/d6529bbd-4ab8-46cf-8d9d-755c5728df5f?suggestedProvider=microsoft	List Manipulation Create a list and write a program to manipulate it (add, remove items).
Easter Break		
12 13.04.26	Topic 5.2 Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/8775d768-7f8c-4283-8c95-d82238b34476?suggestedProvider=microsoft	Advanced List Operations As previous task but with 2D lists.
13 20.04.26	Topic 1.2 Standard Algorithms Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/c2621bdd-7cef-45e0-8e02-12a7df253eed?suggestedProvider=microsoft	String Manipulation Write a program that reverses a string and counts vowels.
14 27.04.26	Logic topic Seneca: https://app.senecalearning.com/dashboard/class/vvkrahgvk2/assignments/assignment/fdd6694e-4dcf-418d-bd92-1ac2d805165f?suggestedProvider=microsoft	File Handling Write a program that reads from a text file and outputs its content



Edexcel GCSE Computer Science 1CP2

15 04.05.26	Topic 3.4 Seneca: https://app.senecalearning.com/dashboard/class/vvakrahgk2/assignments/assignment/75affe11-7244-45db-b5eb-bde595ef6b90?suggestedProvider=microsoft	Turtle Pick a simple object and write a program that draws that object using Turtle.
16 11.05.26	Paper 1: Principles of Computer Science Wednesday 13th May PM 1.5 hours	
17 18.05.26	Paper 2: Application of Computational Thinking Tuesday 19th May PM 2 hours	
May Half Term		