GCSE Revision booklet.

Contents
There are notes from various resources and web sites for you to use to find out more. Included is a list of common acronyms and terminology you are expected to know. There are also the questions we have been looking at in class which you need to answer as well as the questions in your revision work book. There are also some resources on the school VLE including a copy of this document.

The web sites that can help you as well are:-

Specific for Edexcel GCSE
http://revisionworld.co.uk/gcse-revision/ict
http://www.school-portal.co.uk/GroupHomepage.asp?GroupID=1155182

Just when you think there is no fun, try this web site!

Use the Unit 1 link here to activate the Active Teach resources you have looked at in school.
http://www.school-portal.co.uk/GroupHomepage.asp?GroupID=1196534

Not specific to Edexcel ICT but generally helpful
http://www.bbc.co.uk/schools/gcsebitesize/ict/
http://www.techterms.com/list
http://www.reviseict.co.uk/revision/
Personal digital devices

In the exam you need to:-
Know about the developing range of personal digital devices that are available to individuals that impact on the way organisations work. Their availability and range of use also impacts on society. Developments in the features, functionality and potential uses of digital devices are rapid. Students need to understand the principles of these devices and how to apply them in changing contexts.

To show this you need to be able to:-
- Discuss the purpose of and target audience for digital devices; ways in which digital devices are used by individuals in their daily lives (learning and earning, leisure, shopping and money management, health and wellbeing and on the move)
- Look at the features of digital devices (portability, performance, storage, user interface, connectivity, media support, energy consumption, expansion capability, security features, applications); multi-functional devices, eg mobile phones that include a camera, have limited game playing functionality and sometimes GPS
- Understand how to select suitable devices/features to meet particular needs
- Discuss the impact of age, gender and disability on individuals’ choice/use of digital devices
- Investigate methods of connecting devices (device to device, device to internet, device to peripherals)
- Know what peripheral devices can be used with digital devices
- Discuss the impact of the use of digital devices on the way organisations operate
- Know the health and safety risks associated with digital devices and how to reduce or contain them; responsible use of digital devices.

Connectivity

In the exam you need to:-
Know and understand the ways in which personal digital devices exchange data and communicate with each other and with the larger systems supporting online organisations. You should also be aware of the increasing importance of ‘access everywhere’ developments. Your understanding is not expected to be based on the details of the technology but should focus on the selection of the most appropriate digital communications for a particular context and the impact of this on the quality of connection.

To show this you need to be able to:-
- Understand factors influencing the choice of digital communication in a network
- Know the equipment needed to create a home network; benefits and drawbacks of wired versus wireless connections
- Know how different technologies can be used together, eg transferring a picture from a phone via Bluetooth, then uploading to web via WiFi and ADSL
- Understand factors affecting speed and volume of data transfer
- Discuss the significance of bandwidth and latency, and their impact on the ‘user experience’
- Understand commonly used communication networks (Ethernet, wireless Ethernet, GSM)
- Know commonly used communication protocols (VoIP, POP, IMAP, SMTP, HTTP/S)
- Understand security risks to data and how to reduce or contain them (firewalls, encryption, authentication, digital certificates, physical access controls).

Operating online

In the exam you need to:-
Know about how individuals operate safely online and protect themselves from risk.

To show this you need to be able to:-
- Discuss the widespread use of the internet
- Understand the use of usernames, passwords and other security measures (challenge responses, security questions) when accessing online systems
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- Know about control of access to and management of personal spaces; opportunities for individuals to personalise own spaces; responsible use
- Discuss threats to and methods of preventing misuse of personal information
- Understand the impact of relevant legislation.

**Online goods and services**

In the exam you need to:-
Understand that many services are now provided online. This topic explores a range of online services and investigates their impact on individuals, organisations and society.

To show this you need to be able to:-

- Discuss the advantages and disadvantages of shopping online rather than in the high street
- Discuss the impact on lifestyles and behaviour of the availability of goods and services online
- Understand how and why organisations operate online; impact of the internet on the ways that organisations do business
- Know about the value of transactional data (what is collected, how it is collected, eg cookies, transaction tracking, and what it is used for)
- Understand targeted marketing and personalisation techniques
- Know the different payment systems
- Understand the laws relating to consumer protection.
- Discuss the advantages and disadvantages of hosted applications software (Cloud) versus locally installed software (Open source or proprietary)
- Know how commercial software producers can respond to the challenge of software as a service
- Discuss the advantages and disadvantages of online data storage versus local storage
- Discuss the advantages and disadvantages of free/open source versus proprietary software
- Understand effective use of search engines, validity of results, searching techniques.

**Online communities**

In the exam you need to:-
Know about the development of online communities has implications for an individual’s learning, leisure and social interactions. Collaborations are facilitated through the availability of online work spaces. The growth of social networking has potential risks as well as benefits.

To show this you need to be able to:-

- Understand the features, functions and target audience of different forms of online communities
- Know ways in which ICT is changing the way knowledge is created
- Discuss the impact of the internet on employment and working practices; collaborative working
- Discuss the impact of the internet on ways of socialising
- Know about responsible use and acceptable behaviour
- Understand ways in which ICT is used to communicate and collaborate on a global scale.

**Safety Issues**

In the exam you need to:-
Know about the number of issues raised by the use of ICT. You should understand how these are addressed in the design and use of digital systems. You should be able to make sensible choices and develop safe, secure and responsible practice. You should be aware of and be able to assess the impact of emerging technologies. You should also be aware of the impact on individuals and communities of limited or no access to digital technologies.

To show this you need to be able to:-

- Understand security issues that arise when information is transmitted and stored digitally
- Know about privacy issues associated with the use of ICT
- Know ways in which ICT can be used to monitor individuals’ movements and communications
- Know about health and safety issues that arise from individuals’ use of ICT
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- Understand the impact on society of the widespread use of networks and the ability of individuals to access networks anywhere
- Know the legislation relating to the use of ICT, including copyright and data protection
- Understand the causes and implications of unequal access to ICT (locally, globally)
- Understand safe and responsible practice when using ICT
- Discuss sustainability issues and ways of minimising/mitigating the environmental impact of ICT.
Across
1. When designing a computer you should consider... (10)
2. One of the factors of ICT is... (11)
3. An example of human interface... (7, 4, 9)
4. One of the components of ICT... (6)

Down

Too hard? Try the word-search instead! Same clues.
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Things to think about

Advantages/Disadvantages of Online Shopping

Advantages

- 24/7
- far greater choice
- not restricted to the local area
- compare prices and products
- convenience

Disadvantages

- Delivery costs - price/delivery office
- Can’t try before you buy
- hassle of returning
- credit/debit cards
- Not everybody has internet access
- Not everybody has computer skills
- goods may be different in real life

Trustworthiness Of A Website

Trustworthy

- Owned by a company that you know
- Postal Address
- Landline phone number
- Padlock in the address bar
- HTTPS rather than HTTP means it is a secure or encrypted website

Untrustworthy

- Offers seem too good to be true
- Asked for unnecessary info
- You are asked to provide a credit card number without proof that the transaction is secure

Advantages/Disadvantages of Online Shopping To The Business

Advantages

- Employee costs go down
- no shop costs
- volume of goods keeps prices down - supplier discount
- worldwide
- 24/7
- warehouse on cheap land not town
- less shoplifting

Disadvantages

- Specialist ICT knowledge for site
- must have Internet access
- Virus
- DATA could be targeted by hackers
- Unemployment (redundancy payments)
- network failure

Advantages of ICT

- Interests, motivates & makes learning more enjoyable
- Good revision and homework aid
- Coursework is enhanced
- Distance Learning
- CAL - computer aided learning (enjoyable way of learning new skills)
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VLE - Virtual Learning Environment
  • Complete course online
  • set of tools that allows teacher to set up materials, links and feedback
  • work through at own pace
  • helpful for absent students
  • tutorials
  • assessments

Online Goods & Services
E-commerce - sale and purchase over electronic systems
Popular - Sellers & Buyers
Customer Rights (Consumer Protection Act 2010)
  • Same Rights as a shop.
  • Statutory 7 day "cooling off" period.
  • 7 day period where you can get a complete refund.

Online Goods & Services: Payment
Credit Cards - Company lends you money, buy the item, pay money back at a later date, until it is repaid you pay interest
Debit Cards - Shop takes money from your account immediately.
Encryption - DATA is translated into a secret code before DATA packets are sent, most effective way to achieve data security.
Vital Info - Name, 16 digit card number, year of issue, expiry year, security digit (last 3 numbers)
PayPal - "third Party Payment Processors"
  • Free
  • no transaction charge
  • details stored safely
  • fast
  • easy
<table>
<thead>
<tr>
<th>Term</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>MMS</td>
<td>Multi media service</td>
</tr>
<tr>
<td>GPS</td>
<td>Global positioning system</td>
</tr>
<tr>
<td>SMS</td>
<td>Short Message Service</td>
</tr>
<tr>
<td>CPU</td>
<td>Central processing unit, the brains of a computer system</td>
</tr>
<tr>
<td>RAM</td>
<td>Random access memory</td>
</tr>
<tr>
<td>USB</td>
<td>Universal Serial Bus</td>
</tr>
<tr>
<td>IM</td>
<td>Instant messaging</td>
</tr>
<tr>
<td>VOLP</td>
<td>Voice over internet protocol</td>
</tr>
<tr>
<td>ISP</td>
<td>Internet service provider</td>
</tr>
<tr>
<td>VLE</td>
<td>Virtual learning environment</td>
</tr>
<tr>
<td>POP3</td>
<td>Post Office Protocol version 3</td>
</tr>
<tr>
<td>IMPA4</td>
<td>Internet Mail Access Protocol version 4</td>
</tr>
<tr>
<td>SD</td>
<td>Secure Digital</td>
</tr>
<tr>
<td>LCD</td>
<td>Liquid crystal display</td>
</tr>
<tr>
<td>HDD</td>
<td>Hard disk drive</td>
</tr>
<tr>
<td>HDTV</td>
<td>High definition television</td>
</tr>
<tr>
<td>HDMI</td>
<td>High-Definition Multimedia Interface</td>
</tr>
<tr>
<td>MB</td>
<td>Megabyte</td>
</tr>
<tr>
<td>GB</td>
<td>Gigabyte</td>
</tr>
<tr>
<td>TB</td>
<td>Terabyte</td>
</tr>
<tr>
<td>KB</td>
<td>Kilobyte</td>
</tr>
<tr>
<td>WIFI</td>
<td>Wireless local area network</td>
</tr>
<tr>
<td>ADSL</td>
<td>Asymmetric Digital Subscriber Line</td>
</tr>
<tr>
<td>DRM</td>
<td>Digital rights management</td>
</tr>
<tr>
<td>RSI</td>
<td>Repetitive strain injury</td>
</tr>
<tr>
<td>SATNAV</td>
<td>Global Navigation Satellite Systems (GNSS) is the standard generic term for satellite navigation systems</td>
</tr>
</tbody>
</table>

### Common Terminology

<table>
<thead>
<tr>
<th>Term</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Personal</td>
<td>pertaining to, or coming as from a particular person</td>
</tr>
<tr>
<td>Media</td>
<td>Tools used to store and deliver information or data</td>
</tr>
<tr>
<td>Media player</td>
<td>A piece of software designed to play audio and videos</td>
</tr>
<tr>
<td>Streaming</td>
<td>Streaming media is multimedia that is constantly received by and presented to an end-user while being delivered by a provider</td>
</tr>
<tr>
<td>Downloading</td>
<td>To receive data to a local system from a remote system</td>
</tr>
<tr>
<td>Serial (port)</td>
<td>A serial port is a serial communication physical interface through which information transfers in or out one bit at a time (in contrast to a parallel port)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Term</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parallel (port)</td>
<td>A type of interface found on computers (personal and otherwise) for connecting peripherals</td>
</tr>
<tr>
<td>Peripheral</td>
<td>External devices attached to a computer, for example</td>
</tr>
<tr>
<td>Infrared</td>
<td>Infrared (IR) light is electromagnetic radiation with longer wavelengths than those of visible light used for short-ranged wireless communication</td>
</tr>
<tr>
<td>Software</td>
<td>Application software to create products and publications, system software to manage the hardware that runs a computer.</td>
</tr>
<tr>
<td>Hardware</td>
<td>Computer hardware refers to the physical parts or components of computer such as monitor, keyboard, hard disk, mouse, etc. Refers to objects that you can actually touch, like disks, disk drives, display screens, keyboards, printers, boards, and chips.</td>
</tr>
<tr>
<td>Device</td>
<td>Peripheral, any device attached to a computer that expands its functionality</td>
</tr>
<tr>
<td>Display</td>
<td>Display device, output device for presentation of information</td>
</tr>
<tr>
<td>Sat Nav</td>
<td>Global Navigation Satellite Systems (GNSS) is the standard generic term for satellite navigation systems</td>
</tr>
<tr>
<td>Social networking</td>
<td>A social networking service is an online service, platform, or site that focuses on facilitating the building of social networks or social relations among people.</td>
</tr>
<tr>
<td>Optical (media type)</td>
<td>An optical disc is designed to support one of three recording types: read-only (e.g.: CD and CD-ROM), recordable (write-once, e.g. CD-R), or re-recordable (rewritable, e.g. CD-RW).</td>
</tr>
<tr>
<td>Internet</td>
<td>The Internet is a global system of interconnected computer networks that use the standard Internet protocol suite (often called TCP/IP) TCP/IP is the communication protocol for the internet. TCP/IP defines the rule computers must follow to communicate with each other over the internet. Copyright is a legal concept, enacted by most governments, giving the creator of an original work, exclusive rights to it, usually for a limited time. Therefore it should not be copied without permission.</td>
</tr>
<tr>
<td>Copyright</td>
<td>Electronic mail, also known as email or e-mail, is a method of exchanging digital messages from an author to one or more recipients.</td>
</tr>
<tr>
<td><strong>Revision booklet</strong></td>
<td><strong>Blog</strong></td>
</tr>
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<td>---------------------</td>
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</tr>
<tr>
<td><strong>Virus</strong></td>
<td>A computer virus is a computer program that can replicate itself and spread from one computer to another.</td>
</tr>
<tr>
<td><strong>Memory stick/data pen</strong></td>
<td>A type of flash memory used to store data</td>
</tr>
<tr>
<td><strong>Cookies</strong></td>
<td>A cookie is usually a small piece of data sent from a website and stored in a user’s web browser while a user is browsing a website. It can then be used by the web sites to show adverts for products the data sent indicates you might be interested in.</td>
</tr>
<tr>
<td><strong>Spam</strong></td>
<td>Spam is the use of electronic messaging systems to send unsolicited bulk messages, especially advertising, indiscriminately. Communally called junk mail.</td>
</tr>
<tr>
<td><strong>Hacker</strong></td>
<td>Someone who accesses a computer system by circumventing its security system. It is a criminal offence to hack.</td>
</tr>
<tr>
<td><strong>Identity theft</strong></td>
<td>Identity theft is a form of stealing someone’s identity in which someone pretends to be someone else by assuming that person’s identity, typically in order to access resources or obtain credit and other benefits in that person’s name.</td>
</tr>
<tr>
<td><strong>Digital divide</strong></td>
<td>The digital divide refers to any inequalities between groups, broadly construed, in terms of access to, use of, or knowledge of information and communication technologies</td>
</tr>
<tr>
<td><strong>Tablet</strong></td>
<td>A mobile computer that is primarily operated by touching the screen</td>
</tr>
<tr>
<td><strong>Bluetooth</strong></td>
<td>Bluetooth is a proprietary open wireless technology standard for exchanging data over short distances (using short-wavelength radio transmissions in the ISM band from 2400–2480 MHz) from fixed and mobile devices</td>
</tr>
<tr>
<td><strong>Convergence</strong></td>
<td>When one device is developed to carry out functions that were originally performance by a wide range of devices. For example a smart phone can make telephone calls, send text, take a photograph, use GPS to see where you are, take a voice recording, a video etc.</td>
</tr>
<tr>
<td><strong>Cloud computing</strong></td>
<td>Cloud computing is the use of computing resources (hardware and software) that are delivered as a service over a network (typically the Internet).</td>
</tr>
<tr>
<td><strong>Where to find more:-</strong></td>
<td><a href="http://www.techterms.com/list">http://www.techterms.com/list</a></td>
</tr>
</tbody>
</table>
**Discussion cube**

**Knowledge**
Recall data or information.

**Key Words:** define, describe, identify, know, label, list, match, name, outline, recall, recognise, reproduce, select, state.

**Comprehension**
Understand the meaning of instructions and problems. State a problem in one's own words. **Key Words:** comprehend, convert, defend, distinguish, estimate, explain, extend, generalise, give examples, infer, interpret, paraphrase, predict, rewrite, summarise, translate.

**Application**
Use a concept in a new situation. Apply what was learned in the classroom into situations in the wider world. **Key Words:** apply, change, compute, construct, demonstrate, discover, manipulate, modify, operate, predict, prepare, produce, relate, show, solve, use.

**Analysis**
Separate material or concepts into component parts so the organisational structure may be understood. Distinguish between facts and inferences. **Key Words:** analyse, break down, compare, contrast, deconstruct, differentiate, discriminate, distinguish, identify, illustrate, infer, outline, relate, select, separate.

**Synthesis**
Build a structure or pattern from diverse elements. Put parts together to form a whole, with emphasis on creating a new meaning or structure. **Key Words:** categorise, combine, compile, compose, create, devise, design, explain, generate, modify, organise, plan, rearrange, reconstruct, relate, reorganise, revise, rewrite, summarise, tell, write.

**Evaluation**
Make judgments about the value of ideas or materials. **Key Words:** appraise, compare, conclude, contrast, criticise, critique, defend, describe, discriminate, evaluate, explain, interpret, justify, relate, summarise, support.

**Plain Punctuation**

| CL = Capital letters (For all names of software programs) |
| . = Full stop (At the end of EVERY sentence) |
| Basic punctuation needed when you write any sentences. |

**Popular Punctuation**

| ? = Question mark (At the end of a question) |
| , = Comma (A pause in a sentence) |
| ! = Explanation mark (Used to indicate strong feelings or high volume) |

**Punchy Punctuation**

| : = Colon (Appears at the end of a main clause and introduces a list) |
| ; = Semi colon (Separates two main clauses) |
| ‘ = Apostrophe (Used to mark omissions and possessives of nouns and pronouns) |

**Prickly Punctuation**

| ( = Brackets (To enclose words or figures that clarify or are used as an aside) |
| - = Hyphen (Used to join words) |
| _ = underscore, |

**Pernickety Punctuation**

| “ ” = Quotation marks (Used in pairs to set off a quotation or a piece of dialogue) |
| / = back slash (used as the word substitute for "or" which indicates a choice) |

**Perfect Punctuation**
A range of punctuation used professionally throughout your work in order to achieve a specific affect on the reader.
Tame Technical words

Input devices = devices like keyboard and mice
Output devices = devices like monitor and printer
Storage devices = devices like Flash drive or external hard drive

Tidy Technical words

Router = direct signals where they need to go
Peripheral = Any device attached to a computer like mouse or keyboard

Trendy Technical words

Open source software = software that is free to use like “Open Office”
Proprietary software = software from a specific source that requires a licence
Phishing = e-mails looking for personal information for identify theft

Tricky Technical words

Network = more than one computer linked together so they can share resources, software and printing facilities
Cookies = a small piece of data sent from a website. When the user browses the same website in the future, the data stored in the cookie can be retrieved by the website to notify the website of the user's previous activity

Tremendous Technical words

Convergence = many features in one device
Bandwidth = the rate at which data is transferred

Tortuous Technical words

Streaming = watching live as the film is being delivered via an Internet connection to the device.
Digital Divide = the difference between the people who have access to technology and those that do not.
Latency = how much time it takes for a packet of data to travel

Personal digital devices & Peripherals

Smartphones : Specialist phones
Headsets (hands free) : Removable storage

Personal computers & Peripherals

Desktops : Laptops : Tablets : Netbooks/smart-books
Screens : Keyboards : Pointing devices, e.g. mouse, stylus, : touchpad,
Microphones/speakers/headsets : Printers : Scanners : Graphic tablets
Webcams : Removable storage

Cameras and camcorders & Peripherals

Digital (stills) camera : Digital camcorders : Removable storage

Games consoles & Peripherals

Hand-held consoles : Consoles
Game controllers : Removable storage : 3D – using glasses/parallax

Home entertainment systems

Televisions (including 3D TV) : Projectors : DVD players/recorders
Blu-ray players : Personal video recorders (PVR) : Set-top boxes (STB)
Media stations : Sound systems (HiFi)

Personal media players & Peripherals

Personal audio players : Personal video players : E-book readers : Speakers/headsets

Navigation aids

In-car sat navs : Specialist sat navs, e.g. for walkers and cyclists
Questions

Please answer the following questions. They are in sections to help you organise your revision. Remember the books are out of date, so use the Internet as well to help you find up to date answers. Remember to use reliable web sites. *Wikipedia is NOT always RELIABLE!*

Section 1 - Lets Communicate

1) List two features of a mobile phone that could make it easier to use (2)

2) What does the term ‘Bluetooth’ mean? (1)

3) What does the term ‘WiFi’ mean? (1)

4) What is the difference between quad-band and tri-band? (2)

5) Explain one way of transferring data between two mobile phones (1)

6) What are *two* uses of GPS on a mobile phone? (2)

7) What is GEO Tagging and why is it useful? (2)
8) Explain one way of disposing of an old mobile phone (1)

9) What factors should be considered when designing a new mobile phone? (4)

10) What does the term ‘wireless enabled’ mean? (1)

11) Describe how IMAP4 differs from POP3 (4)

12) Explain the following terms: (7 x 1)
   1) Virus
   2) Spyware
3) Cookie

4) Spam

5) Phishing

6) Hackers

7) Identity Theft

13) State **TWO** reasons for having a wireless home network (2)

14) Explain how you can protect your computer from the dangers associated with being connected to the internet? (4)
15) What is meant by the term ‘Digital Divide’? (2)

16) Explain the implications of the digital divide on the following areas: (4 x 2)

1) The Economy

2) Education

3) Our Culture

4) Socially
17) List THREE ways of communicating online? (3)
__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________

18) List TWO advantages and TWO disadvantages of communicating online? (4)
__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________

19) Using pirated software, which is not licensed, is a crime. What is the name of the current legislation which makes it illegal to use unlicensed software? Also include the date. (1)
__________________________________________________________________________

20) Name TWO hardware devices that are essential when making a VoIP call (2)
__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________
1. What are TWO reasons why a company might prefer to be online instead of on the high street? (2)

2. From a customer’s point of view, what are TWO advantages and TWO disadvantages to shopping online rather than a shop? (4)

3. Give ONE security concern that a customer might have when purchasing items online. (1)

4. Identify TWO features of a strong password. (2)

5. List TWO things you must do to keep your password safe. (2)

6. What is a ‘captcha test’ and why is it used? (2)

7. Identify TWO ways that an online shopper can be sure that they are using a secure site. (2)

8. John buys a computer game from an online store. His details are now stored in the shop’s database. Give TWO reasons why the online shop stores his details. (2)

9. What is a cookie? (1)
10. Give TWO reasons why you should consider deleting your cookies from your computer. (2)

11. Why would somebody choose to pay for goods online using a 'Third party Payment Processor', rather than using their own credit/debit card? (2)
1. You have been asked to advice a teacher client on their purchase of a laptop for work and social life. Discuss.

2. What is the difference between hardware and software?
3. The bandwidth and latency of the internet connection are both important factors when playing online games. Explain why both are important. (4)

4. State **TWO** advantages of using consoles, rather than PCs, for gaming. (2)

5. Apart from gaming, give **TWO** other uses for games consoles. (2)

6. John buys a new HD games console. State **ONE** other piece of equipment he will need to play games in HD. (1)
7. John wants to play his new games against other gamers around the world. What MUST he have for this to be possible? (1)

8. List TWO benefits of using a network cable rather than a wireless connection for online gaming. (2)

9. State FOUR ways that playing computer games could be beneficial to somebody. (4)

10. State TWO things John can do to avoid RSI when playing computer games. (2)

11. List THREE ways that having access to the Internet could enhance a family’s daily life. (3)
12. List **TWO** ways to prevent unauthorised access to a router. (2)

13. Open source software or proprietary brands? Discuss. (6)
1. There are different ways of transferring data between devices. (6) Discuss.

2. State **two** advantages and **two** disadvantages of ‘Cloud Computing’ (4)
3. What does GPS stand for? (1)

4. Discuss the workings of a GPS system. (6)

5. John has just bought a new digital camera which has GPS tagging as an extra feature. State what GPS tagging does. (2)
6. State why GPS tagging is a useful feature. (1)

7. Explain the following uses of the GPS. (4)
   a. SAT NAV
   b. GPS TRACKING
   c. GEOTAGGING
   d. GEOCACHING

8. John has arranged to meet his friends in town but is running late. Other than calling them, state TWO methods of communication he could use to let them know. (2)

9. John has just bought a new mobile phone that has WiFi. Discuss the advantages and disadvantages of WiFi for John. (6)
10. His new phone also has a memory card for extra storage. Give **TWO** other uses for this memory card. (2)
Revision booklet

Section 5 – Smart Working

1. Ergonomics is the science of designing equipment that reduces the user’s fatigue (tiredness), discomfort and injury. True of False? (1) Explain your answer.

2. The following can be computer related health issues. Explain the problem and a range of solutions to help prevent them. (4)
   a. Back pain
   b. RSI

3. What is a ‘Dongal’ (1)

4. State TWO benefits and TWO limitations of mobile broadband. (2)
5. Discuss mobile broadband technology. (6)

6. Identify TWO features of a strong password. (2)