

Q1.

Michael and Ryan are athletes.
They use digital devices as they try to improve their performance and when they relax.
They are travelling to an overseas athletics event.

Ryan and Michael arrive in the country where the athletics event is being held.

Michael and Ryan are members of a team. The team uses an online workspace to work collaboratively to review a previous event.

Give **three** ways the team could use an online workspace to work collaboratively.

(3)

- 1
- 2
- 3

Q2.

Mitch enjoys playing computer games.

Mitch buys a new HD games console.

(i) State **one** other piece of equipment he will need to play games in HD.

(1)

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(ii) Mitch thinks that games consoles are better than PCs for gaming.

State **two** advantages of using consoles, rather than PCs, for gaming.

(2)

- 1
- 2

(iii) Modern games consoles are multi-functional devices.

Apart from gaming, give **two** other uses for games consoles.

1.....
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2.....
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Q3.

Laura and Shameela are friends. They use digital devices to listen to their favourite bands and to watch music videos.



Laura and Shameela are going to a Hi-Riderz concert at the City Arena.

Shameela is driving to City Arena.

She can connect her smart phone to her car stereo.

Which **one** of these could she use to wirelessly connect the devices?

- A** USB
- B** Bluetooth
- C** HTTP
- D** GSM

(1)

Q4.

Gia wants to buy a new pair of shoes. She decides to shop online.

A website that Gia visits creates a cookie on her computer.

(i) A cookie is:

(1)

A a text file

B a virus

C an image

D an icon

(ii) State what the cookie does.

(1)

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(iii) Give **one** benefit of the cookie to Gia.

(1)

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(iv) Give **two** reasons why Gia should consider deleting the cookie from her computer.

(2)

1

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2

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Q5.

Michael is a long-distance runner. He is preparing for a marathon.

A radio reporter interviews Michael after the marathon.

The interview is used for a podcast.

Michael uploads the podcast to his blog.

Michael uses a search engine to choose an image to go on his blog.

Explain Michael's legal responsibilities when using images.

(2)

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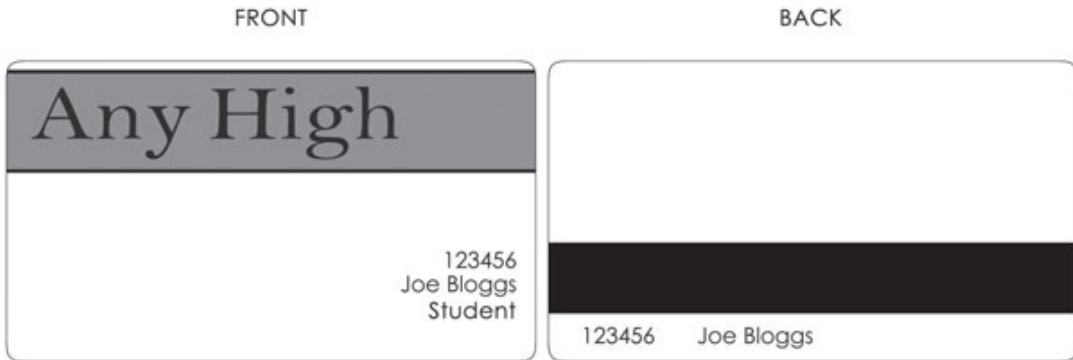
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Q6.

Any High is a secondary school with over 1000 students age 11–19. It makes extensive use of ICT for teaching and learning, as well as administration.

Any High school uses an online database system to store information about students.

Every student is issued with a unique swipe card.



(i) There is a magnetic stripe on the back of the swipe card.

Which **one** of these items of data is most likely to be stored on the magnetic stripe?

(1)

- A** Date of birth
- B** ID number
- C** Name
- D** Times late

(ii) When Harry swipes his card his photo appears on the screen.

Give **one** reason for this.

(1)

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(iii) Harry's time of arrival is stored in the database.

Give **one** reason why this data is stored.

(1)

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(iv) An automated text message is sent to Harry's parents if he does not swipe in on time.

Describe **one** benefit to the school of doing this.

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Q7.

Any High is a secondary school with over 1000 students age 11–19. It makes extensive use of ICT for teaching and learning, as well as administration.

Any High school uses an online database system to store information about students.

Every student is issued with a unique swipe card.

The canteen uses a pre-payment system. Harry's parents top-up his dinner money account online.

When Harry goes to the till his card is swiped and details of his food items are entered.

PAYONLINE @ Any High

Home My account Log out

Welcome > Mr Smith

Harry Smith > Meals > w/c 15/3/10

Day	Item	Cost	Quantity	Amount
Monday	Chips	£0.62	2	£1.24
Monday	Sausage	£0.42	1	£0.42
Monday	Beans	£0.16	1	£0.16
Tuesday	Pizza	£1.30	1	£1.30
Tuesday	Cola	£0.55	1	£0.55
Wednesday	Chips	£0.62	1	£0.62
Wednesday	Beans	£0.16	1	£0.16
Thursday	Chips	£0.62	1	£0.62
Thursday	Cheese Burger	£1.10	1	£1.10
Friday	Chips	£0.62	1	£0.62
Friday	Fish	£1.15	1	£1.15
Friday	Cola	£0.55	2	£1.10

The system keeps a record of what Harry buys each day.

(i) Describe **two** ways that the system might be used to help Harry improve his eating habits.

(4)

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2

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(ii) The school stores personal information about students.

Which law requires organisations to keep personal information secure?

(1)

- A** Computer Misuse Act
- B** Data Protection Act
- C** Health and Safety Act
- D** Copyright Act

Q9.

Mitch enjoys playing computer games.

Mitch asks Lee to copy a game for him.

(i) State why Lee must not do this.

(1)

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(ii) Many gaming companies allow users to download games straight to their console.

Give **one** advantage to the company of allowing this.

(1)

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(iii) Explain **one** environmental benefit of downloading games rather than buying them on disk.

(2)

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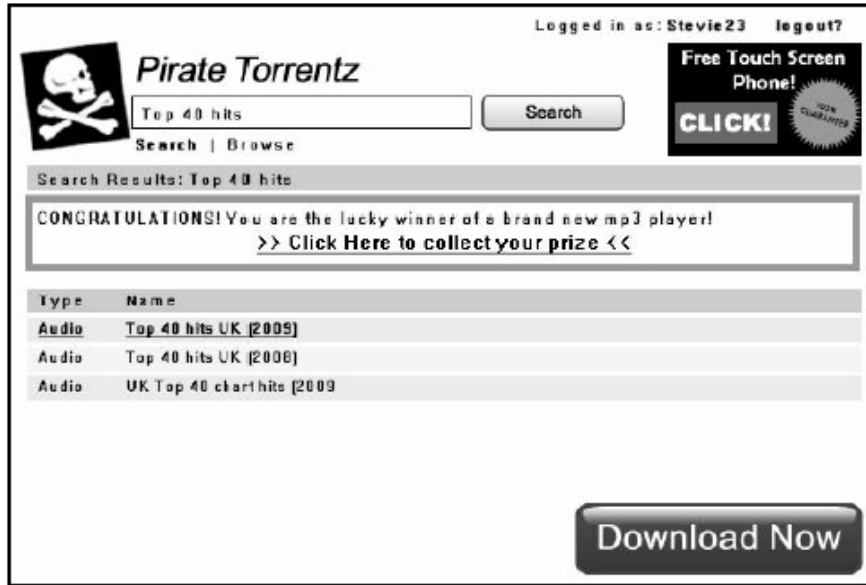
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Q10.

Stevie downloads music from the internet.

She finds this site, which offers free music downloads.



(i) Stevie should **not** download songs from this site because:

(1)

- A The songs take too long to download
- B It is likely to be an illegal download site
- C The file sizes are very large
- D The site requires a login

(ii) State **one** possible drawback of downloading from this site.

(1)

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(iii) Stevie needs to protect her computer from unsafe downloads.

State **one** way she can do this.

(1)

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