Please check the examination details below	before entering	your candidate information
Candidate surname	Ot	her names
Pearson Edexcel International GCSE (9–1)	e Number	Candidate Number
Monday 11 May	2020	
Morning (Time: 1 hour 30 minutes)	Paper Refe	rence 4IT1/01R
Information and C Technology (ICT) Paper 1: Written Paper	ommı	ınication
You do not need any other materials.		Total Marks

Instructions

- Use **black** ink or ball-point pen.
- **Fill in the boxes** at the top of this page with your name, centre number and candidate number.
- Answer **all** questions.
- Answer the questions in the spaces provided
 - there may be more space than you need.

Information

- The total mark for this paper is 100.
- The marks for **each** question are shown in brackets
 - use this as a guide as to how much time to spend on each question.

Advice

- Read each question carefully before you start to answer it.
- Try to answer every question.
- Check your answers if you have time at the end.

Turn over ▶





Answer ALL questions.

Write your answers in the spaces provided.

Some questions must be answered with a cross in a box \boxtimes . If you change your mind about an answer, put a line through the box \boxtimes and then mark your new answer with a cross \boxtimes .

Sachini and Ashan have two children, Kasuni and Deshan. They use digital devices in their daily lives.



(Source: © Pearson Asset Library)

1	Sachini	shops	online 1	for a	new l	aptop)

(a)	Give two advantag	es of shopping	on the high street	rather than online.
· ·		J	<i>y</i>	

١.	_	

1	 			
2	 	 	 	

(b) Wh	nich one of these uses a laser to write to the media?	(1)
⊠ A	Solid state disc	
⊠ B	Flash disc	
⊠ C	Hard disc	
⊠ D	Optical disc	
c) Sa	chini cannot access Wi-Fi.	
	nich one of these is a type of mobile phone connectivity that Sachini could use access the Internet?	(2)
⊠ A	WLAN	(1)
⊠ B	GPS	
	DANI	
× C	FAIN	
⊠ D	GSM escribe how two characteristics of flash memory affect its use.	(4)
⊠ D	GSM	(4)
	GSM	(4)
□ D	escribe how two characteristics of flash memory affect its use.	
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(e)	Explain one negative impact on the user of decreasing the amount of RAM.	(3)
Negati	ve impact	
Explan	ation	
(f)	Sachini chooses to recycle her old laptop.	
	Explain two ways to dispose of digital devices that would reduce the risk of harm to human health.	
1		(4)
1		
2		
(g)	Which one of these is a type of storage media?	(1)
\times	A CD-ROM	(1)
\times	B Hard drive	
X	C RAM	
\times	D SSD	

(h) The laptop can store 64 GiB of data.		
	Construct an expression to show how many bits are	e in 64 GiB. (3)	
(i)	Some people cannot afford to go online.		
(1)	List two effects of reduced access to ICT.	(2)	
1			
2			
		(Total for Question 1 = 21 marks)	

2	Sachini plays online games on her laptop. (a) List two ways in which Sachini is at risk of developing repetitive strain injury (RSI).	(2)
1		
2		
	(b) Draw a diagram to show how Sachini can connect her laptop to the Internet. Label each device and the connectivity you use in your diagram.	(2)



(c) Sachini connects her laptop to a local area network (LAN). Describe two benefits of doing this.	
	(4)
1	
2	
(d) Describe the function of a search engine.	(2)
(e) Each time Sachini plays a game on her laptop, she updates the game software.	
Explain two reasons why Sachini should update the game software.	(4)
1	
2	



(f) Describe one risk to Sachini's system of updating the game software.	(2)
(g) The laptop uses an SD card reader.	
Which one of these does this device provide?	(1)
A Media support	(1)
☑ B Expansion capability	
☑ C Security	
■ D Connectivity	
(Total for Question 2	= 17 marks)

3	Δς	han	wo	rks in an office with a network.	
•				es his smartphone to make an online video call.	
	(u)				
				nich one of these protects his data?	(1)
		×		WAN	
		×		WMA	
		×		WPA	
		×	D	WAP	
		(ii)	De	escribe how low latency affects his experience of the video call.	
		. ,			(2)
		(iii)) Sta	ate three ways that latency can be increased.	
					(3)
1					
2					
3					
•••••					



(b) Describe the function of a file server.	(2)
(c) Describe two drawbacks of using a peer-peer network.	(4)
Drawback 1	
Drawback 2	
(d) A computer's media access control (MAC) address can be used to identify it on a network.	
State one other way of identifying a computer on a network.	(1)
(e) Which one of these is a feature of a media access control address?	(4)
■ A It is fixed	(1)
☑ B It must be changed regularly	
☑ C It is secure	
☑ D It is part of an IP address	



	(Total for Question 3 = 17 n	
(g) An inkjet printer forms an image on a page by spraying ink through a nozzle. Describe how a laser printer forms an image on a page.	(2)
(f)	Ashan tells Sachini that her smartphone will be able to use her location even if she is not connected to the Internet. State why Ashan is correct.	(1)



4 Kasuni studies online.	
(a) State one type of user-generated reference site that Kasuni could use fo	r her studies. (1)
(b) State what is meant by the term 'plagiarism'.	(1)
(c) Describe how the key features of a virtual learning environment (VLE) coused by students completing a research project.	ould be (4)
(d) Some teachers use OMR.	
Which one of these is an example of the use of OMR?	(1)
A Setting assignments	
■ B Doing research	
☐ C Backing up work	
■ D Taking registers	



(f) Kasuni creates a password for her student account. Her password contains letters and numbers. State two other features of a strong password. (2) (g) Which one of these is a type of software used to encrypt files? A Backup B Utility C Update D Network	(e) Describe how a VPN works.	(3)
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 ■ A Backup ■ B Utility ■ C Update 	State two other features of a strong password.	(2)
 ■ A Backup ■ B Utility ■ C Update 		
 ■ A Backup ■ B Utility ■ C Update 		
 ■ A Backup ■ B Utility ■ C Update 		
 ■ A Backup ■ B Utility ■ C Update 	(g) Which one of these is a type of software used to encrypt files?	
☑ C Update	■ A Backup	(1)
	■ B Utility	
■ D Network	☑ C Update	
	□ Network	



(h) Discuss how the availability of goods and services online could affect Sachir	ni's lifestyle. (8)

(Total for Question 4 = 21 marks)

5	Deshan buys a computer game.	
	(a) Deshan pays with a card using NFC.	
	Explain the risk to Deshan of using NFC.	(2)
		(2)
	(b) The game is stored on a DVD-R.	
	Explain two reasons why the game software may require access to the hard drive	. (4)
1		(1)
1		
2		

(c) Describe how the speed of the processor affects Deshan's experience of gaming.	(4)
d) The payment system uses a proprietary operating system.	
(i) State what is meant by the term 'proprietary software'.	(2)
(ii) Describe how operating systems use memory management.	(2)
	(2)



	(e)	Malware is a threat to Deshan's data.	
		List two other threats to Deshan's data.	(2)
1			(2)
1	•••••		
2	•••••		
-			
	(f)	Deshan makes his own digital games.	
	(1)	Discuss how copyright legislation affects how Deshan uses digital media to make	
		a game.	(8)
			(0)
	•••••		
	•••••		
	•••••		

(Total for Question 5 = 24 marks)
TOTAL FOR DARFR. 100 MARKS

TOTAL FOR PAPER = 100 MARKS



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