

Write your name here

Surname

Other names

Centre Number

Candidate Number

Edexcel GCSE

Information and Communication Technology

Unit 1: Living in a Digital World

Friday 1 June 2012 – Morning
Time: 1 hour 30 minutes

Paper Reference
5IT01/01

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 80.
- The marks for **each** question are shown in brackets
– *use this as a guide as to how much time to spend on each question.*
- Questions labelled with an **asterisk** (*) are ones where the quality of your written communication will be assessed
– *you should take particular care on these questions with your spelling, punctuation and grammar, as well as the clarity of expression.*

Advice

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

Turn over ►

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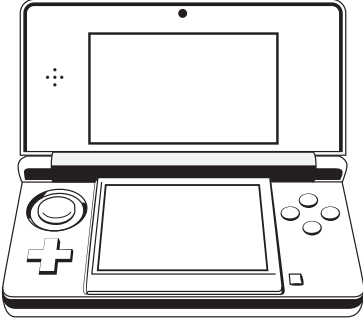

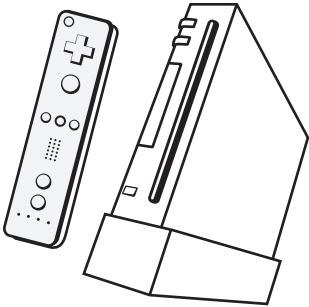
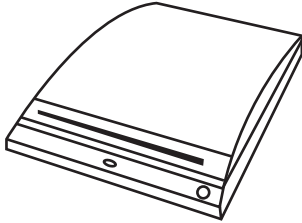


Answer ALL questions.

Rini and her friends, Stacey, Sarah and Kevin, have just left school. She is about to start an apprenticeship as an electrician.

Rini is planning a party for her birthday. Her friends will bring round their games consoles.



Console A		Console B	
			
Console type	Hand-held	Console type	Normal
Storage	2 GB	Storage	500 GB
Disc drive	None	Disc drive	Blu-ray
Control method	Keypad	Control method	Wireless controller
Display	Yes	Display	No
Video output	SD	Video output	HD
3D	Yes (parallax)	3D	Yes
Console C		Console D	
			
Console type	Normal	Console type	Normal
Storage	512 MB	Storage	250 GB
Disc drive	DVD	Disc drive	DVD
Control method	Wireless controller	Control method	Hands-free
Display	No	Display	No
Video output	SD	Video output	HD
3D	No	3D	Yes



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

1 Rini and her friends have a discussion about consoles.

(a) (i) Which **one** of these consoles has the smallest storage capacity? (1)

- Console A
- Console B
- Console C
- Console D

(ii) Which **one** of these consoles allows controller-free gaming? (1)

- Console A
- Console B
- Console C
- Console D

(iii) Give **two** reasons why Console A is suitable for portable gaming. (2)

1

2



(b) A webcam is available as a peripheral device for Console D.

(i) Give **one** other example of a peripheral device available for consoles.

(1)

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.....

(ii) Give **two** ways of connecting a peripheral device to a console.

(2)

1

2

(c) Most modern consoles are multi-functional devices.

Describe what is meant by multi-functional in relation to consoles.

(2)

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.....
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(d) (i) Many consoles use wireless motion-sensitive controllers.

State **two** benefits of using this type of controller.

(2)

1

2

(ii) State **one** limitation of using wireless motion-sensitive controllers.

(1)

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(iii) One of Rini's friends has a physical disability.

Explain why wireless motion-sensitive controllers might not be suitable for someone with a physical disability.

(2)

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(Total for Question 1 = 14 marks)



2 Rini is getting a new desktop PC for her birthday.

(a) The PC has a choice of monitors.

	Monitor A	Monitor B	Monitor C	Monitor D
Resolution	1280 x 1024	2560 x 1600	1920 x 1080	1024 x 768

(i) Which **one** of these monitors has the highest resolution?

(1)

- Monitor A
- Monitor B
- Monitor C
- Monitor D

(ii) The PC comes with online backup.

Give **one** benefit of online backup.

(1)

(iii) Rini needs to dispose of her old PC. She is concerned about her data, which is stored on the hard drive.

Explain why she should be concerned.

(2)

(iv) State **one** way Rini could dispose of her PC in a sustainable way.

(1)



(b) (i) Rini installs anti-virus software on her new PC.

State **two** other security measures Rini could set up on her PC.

(2)

1

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2

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(ii) Rini uses her new PC to set up an online bank account.

Give **one** benefit to Rini of online banking.

(1)

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(iii) The bank warns Rini about phishing.

State what is meant by 'phishing'.

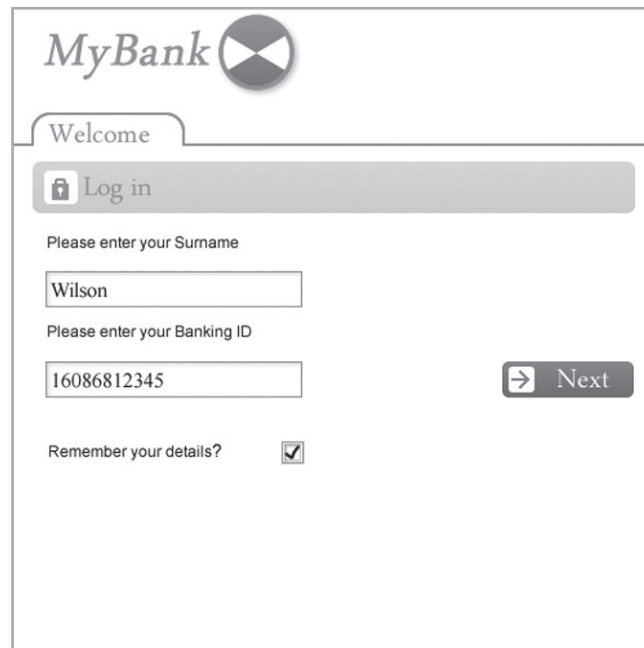
(1)

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(c) Rini meets her friend, Sarah, in an internet cafe. Rini uses one of the PCs to access her online bank account.



The image shows a web browser window displaying the 'MyBank' login page. At the top left is the 'MyBank' logo with a circular icon containing a stylized 'X'. Below the logo is a 'Welcome' banner. A grey bar with a lock icon and the text 'Log in' is positioned below the banner. The main form area contains two input fields: 'Please enter your Surname' with the text 'Wilson' entered, and 'Please enter your Banking ID' with the text '16086812345' entered. To the right of the second input field is a 'Next' button with a right-pointing arrow. At the bottom of the form is a checkbox labeled 'Remember your details?' which is currently checked.

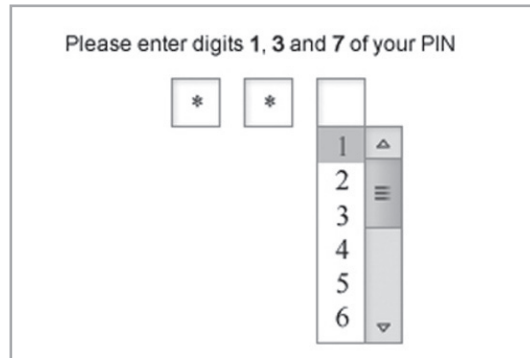
(i) Sarah reminds Rini that she should **not** tick 'Remember your details?'.
Why should Rini **not** do this?

(1)

- A** She may get a virus
- B** This is a shared computer
- C** Someone may be watching
- D** It will save her time



(ii) Rini enters her online banking PIN number using this screen.



State **one** way this method improves the security of her account.

(1)

(d) Rini decides to buy a new game online.

The website gives her the option to download the game to her console.

(i) State **one** advantage and **one** disadvantage of downloading the game.

(2)

Advantage

Disadvantage



(ii) After Rini enters her card details to pay, she sees this screen:

Verified by MyBank MyBank

Please submit your Verified by MyBank password.

Merchant: Online Console Games Ltd
Amount: £ 34.99
Date: 14:05:12
Card Number: XXXX XXXX XXXX 1587
Personal Message: My first hamster!

Password

[Forgot your password?](#)

State **one** reason why a password is required.

(1)

(Total for Question 2 = 14 marks)



3 Rini's friends arrive at her house.

Rini orders a pizza from pizzatown.co.uk using her smartphone.

Pizza Town is a national pizza chain.

(a) (i) Rini is asked to enter her postcode.

State why the website does this.

(1)

(ii) Give **one** connectivity type that allows Rini to use her smartphone to access the internet.

(1)

(iii) Rini normally orders pizza using her home PC.

Rini notices that the website looks different on her smartphone.



Give **one** reason why companies provide mobile versions of their websites.

(1)



(iv) Kevin gives Rini a voucher which can be used to get a 10% discount on the pizza.



Describe how Rini could use her smartphone to make use of this voucher.

(3)

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(v) State **one** way that Rini could pay for the pizza online.

(1)

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(vi) Give **two** advantages to Rini and her friends of ordering pizza online.

(2)

1

.....

2

.....



(vii) The delivery driver uses a navigation aid to find his way to Rini's house.

State the technology that the navigation aid uses.

(1)

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(viii) Give **one** benefit and **one** drawback of using a navigation aid.

(2)

Benefit

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Drawback

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(b) When the pizza arrives, it is cold. Rini accesses the website again to complain. She finds the website has remembered her details.

(i) State how a website remembers a user's details.

(1)

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(ii) Explain how Pizza Town might use the information users give to them.

(3)

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(Total for Question 3 = 16 marks)



4 Kevin has brought his console to Rini's house so they can watch a high definition (HD) movie on Rini's HD TV.

(a) State **one** type of connection they could use to view the movie in HD.

(1)

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(b) When they try to play the movie, an error message is displayed.

Rini uses Wikipedia to find a solution.

(i) Explain why the information on Wikipedia may not be reliable.

(3)

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(ii) Rini does not find a solution on Wikipedia.

She decides to make a telephone call via the internet to the online customer support for Kevin's console.

Which communication protocol allows this?

(1)

- A** VoIP
- B** IMAP
- C** POP3
- D** SMTP

(iii) State **one** piece of additional equipment she will need to do this.

(1)

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(c) The problem cannot be fixed. Sarah suggests that they watch a streamed movie instead.

(i) Describe what is meant by 'streaming'.

(2)

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(ii) Give **two** benefits to Rini and her friends of streaming media such as movies.

(2)

1

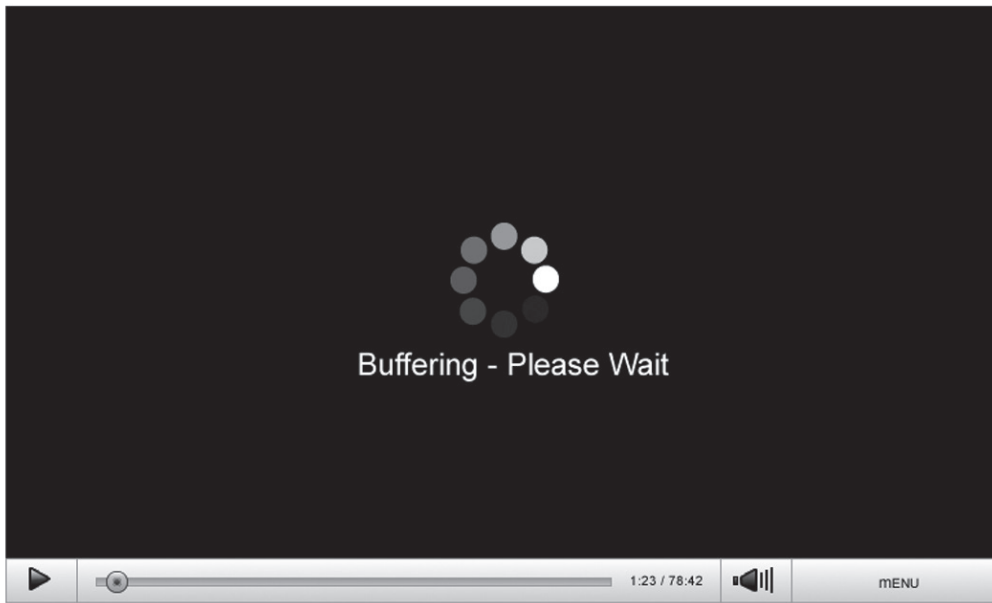
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2

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(iii) Rini and Sarah find that the movie is constantly 'buffering'.



Give **one** reason why this may be happening and suggest a solution.

(2)

Reason

Solution



5 After Rini and her friends have watched the movie, Rini suggests they play her new console game. The game can be played online or offline.

(a) (i) Give **two social** benefits of playing games online.

(2)

1

2

(ii) They find that the online gaming experience is poor.

Explain the impact of latency **and** bandwidth on their online gaming experience.

(3)

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(iii) Give **one** effect on health of spending too much time playing computer games. Identify **one** action that could be taken to avoid it.

(2)

Effect

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Action

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(b) At the end of the evening, Rini and her friends look at some websites that Kevin has added to his social bookmarking account.

(i) Describe what is meant by 'social bookmarking'.

(2)

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(ii) Kevin uses his social networking account to share some of the weblinks.

State **two** other features of social networking sites.

(2)

1

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2

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(iii) Sarah notices that Kevin allows anyone to view his profile

State **one** reason why this might not be a good idea.

(1)

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***(c) In November 2010, students in the UK organised protests using social networking accounts on Facebook and Twitter.**

Discuss the impact on society of the widespread use of social networks.

(6)

Ruled writing area for the answer.

(Total for Question 5 = 18 marks)

TOTAL FOR PAPER = 80 MARKS



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