



KS4 Computer Science

Year 10 Curriculum Map		Halfterm1	Halfterm2	Halfterm3	Halfterm4	Halfterm5	Halfterm6
4 hrs per fortnight	Curriculum Content inc Knowledge, Skills & Cultural Capital	<u>Unit 1 – Computer Systems</u> 1.3.1 Networks and topologies 1.3.2 Wired and wireless networks, protocols and layers <u>Unit 2 - Computational thinking, algorithms and programming</u> 2.2.2 Data Types 2.4.1 Boolean Logic	<u>Unit 1 – Computer Systems</u> 1.4.1 Threats to computer systems and networks 1.4.2 Identifying and preventing vulnerabilities <u>Unit 2 - Computational thinking, algorithms and programming</u> 2.2.3 Arrays 2.2.3 String Manipulation	<u>Unit 1 – Computer Systems</u> 1.5.1 Operating systems 1.5.2 Utility software <u>Unit 2 - Computational thinking, algorithms and programming</u> 2.2.3 File Handling Mock Exam Feedback Corrections Target Setting	<u>Unit 1 – Computer Systems</u> 1.6.1 Ethical, legal, cultural and environmental impact <u>Unit 2 - Computational thinking, algorithms and programming</u> 2.2.3 Records and SQL 2.2.3 Procedures and Functions	<u>Unit 1 – Computer Systems</u> 1.2.3 Units 1.2.4 Data Storage <u>Unit 2 - Computational thinking, algorithms and programming</u> 2.2.3 Procedures and Functions Mock Exam Feedback Corrections, Target Setting	<u>Unit 1 – Computer Systems</u> 1.2.4 Data Storage 1.2.5 Compression <u>Unit 2 - Computational thinking, algorithms and programming</u> 2.1.3 Searching Algorithms 2.1.3 Sorting Algorithms
	Assessment	Exam Questions Targeted Q+A Mini-tests	Exam Questions Pseudocode programming practice Targeted Q+A	Mock Exams	Exam Questions Python programming practice Targeted Q+A, Mini-tests	Mock Exams	Group role play – searching/sorting Exam Questions Pseudocode programming practice Targeted Q+A, Mini-tests
	Outside of the Curriculum						



Year 11 Curriculum Map		Halfterm1	Halfterm2	Halfterm3	Halfterm4	Halfterm5	Halfterm6
5 hrs per fortnight	Curriculum Content inc Knowledge, Skills & Cultural Capital	<u>Unit 2 - Computational thinking, algorithms and programming</u> 2.2 Data Types 2.2 Arrays - 1D/2D 2.2 String Manipulation 2.2 File Handling	<u>Unit 2 - Computational thinking, algorithms and programming</u> Mock Exam Feedback Corrections, Target Setting 2.2 Records and SQL 2.6 Units 2.6 Numbers	<u>Unit 2 - Computational thinking, algorithms and programming</u> 2.6 Characters 2.6 Images 2.6 Sound 2.6 Compression	<u>Unit 2 - Computational thinking, algorithms and programming</u> Mock Exam Feedback Corrections, Target Setting 2.4 Computational Logic 2.3 Producing robust programs 2.5 Translators, facilities of languages <u>Unit 1 – Computer Systems</u> 1.7 Systems software 1.8 Ethical, legal, cultural...	<u>Unit 1 and 2 Revision</u> Focus on unit topics that need improvement whole class, based on mock exams.	
	Assessment	Exam Questions Pseudocode programming practice, Targeted Q+A, Mini-tests, Programming project	Mock Exams	Mock Exams	Exam Questions Pseudocode programming practice, Targeted Q+A, Mini-tests, Programming project	Exam Questions Pseudocode programming practice, Targeted Q+A, Mini-tests, Programming project	
	Outside of the Curriculum						