

GCSE Computer Science

Curriculum Intention - Computing sits at the cornerstone of the modern world, affecting the way we communicate and work as it encompasses Digital Literacy, IT and Computer Science. With this in mind our curriculum offers a pathway for our students to explore the use of applications and the creation of software to solve complex real-world problems through the use of algorithmic thinking, which consists of abstraction, decomposition and pattern recognition.

Notes: Figures in brackets indicate approximate number of lessons in each half term.

2 Year Course

Year 1					
Autumn		Spring		Summer	
Autumn 1 (20)	Autumn 2 (16)	Spring 1 (16)	Spring 2 (12)	Summer 1 (15)	Summer 2 (16)
Key themes:	Key themes:	Key themes:	Key themes:	Key themes:	Key themes:
Introduction to course Specification 1.1 - Von Neumann Architecture - Characteristics of CPU - Embedded systems Systems memory 1.2 - RAM & ROM - Virtual Memory - Flash memory Programming 2.2 - Introduction to programming - Flow diagrams & Pseudocode	Storage 1.3 - Types & applications - Capacity Networks 1.4 - Types of networks - Factors affecting network performance - Client-server & peer to peer - Lan hardware - virtual Networks Programming 2.2 - Data structures - Basic maths - Variables & Constants	Network Topologies and Protocols 1.5 - star & mesh - WiFi & Frequencies - WiFi & Encryption - Packet switching Programming 2.2 - Programming challenges	Systems Security 1.6 - Forms of attack - Threats posed to networks - Identifying and Preventing vulnerabilities Systems software 1.7 - Operating systems - Utility software Programming 2.2 - Programming challenges - Functions & Procedures	Ethical, Legal, Cultural and Environmental concerns - Ethical issues - Privacy issues - Legal issues - Cultural issues - Environmental issues - Stakeholders - Open source V Proprietary software Programming 2.2 - Programming challenges - Arrays	Algorithms 2.1 - Abstraction - Decomposition - Algorithmic thinking - Linear search - Binary search - Bubble sort - Merge sort - Insertion sort Programming 2.2 - Programming challenges - SQLite
Assessment					
Formative: MCQ's & End of topic test, Exam style questions, Feedback on programming exercises					
Summative: Mock exams Components 1 = 1 paper [currently 3 papers to choose from June 2019], Programming project – Planning and development					

Year 2					
Autumn		Spring		Summer	
Autumn 1 (20)	Autumn 2 (16)	Spring 1 (16)	Spring 2 (12)	Summer 1 (15)	Summer 2 (16)
Key themes:	Key themes:	Key themes:	Key themes:	Key themes	Key themes:
Basic Programming constructs 2.2 - Data types & Operators - File handling - Arrays - Sub programs - Records & SQL Producing robust programs 2.3 - Input validation - authentication - Maintainability - Testing - Test data Computational Logic 2.4 - Logic Diagrams - Operators and Truth Tables	Translators and Facilities of languages 2.5 - Low level programming - Assemblers, Compilers and interpreters for translation - IDE's Launch practice Programming project (8 hrs). - Review and further improvement to develop a resource to support Programming project. Launch Official programming project (4 hrs). No support provided	Continue Official Programming project (16 hrs). <i>No support provided</i>	Data Representation 2.6 - Binary Units - Binary addition - Hexadecimal - Check digits - Character sets - Images - Sound - Compression		
Assessment					
Formative: MCQ's & End of topic test, Exam style questions, Feedback on programming exercises					
Summative: Mock exams Components 1 & 2 = 2x papers [currently 3 papers for each component from June 2019], Programming project – Planning and development					

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Notes: Figures in brackets indicate approximate number of lessons in each half term.

3 Year Course

Year 1					
Autumn		Spring		Summer	
Autumn 1 (14)	Autumn 2 (12)	Spring 1 (12)	Spring 2 (8)	Summer 1 (10)	Summer 2 (12)
Key themes:	Key themes:	Key themes:	Key themes:	Key themes	Key themes:
Introduction to course Specification 1.1 - Von Neumann Architecture - Characteristics of CPU - Embedded systems	Systems memory 1.2 - RAM & ROM - Virtual Memory - Flash memory Storage 1.3 - Types & applications - Capacity Networks 1.4 - Types of networks	Networks 1.4 - Factors affecting network performance - Client-server & peer to peer - Lan hardware - virtual Networks	Network Topologies and Protocols 1.5 - star & mesh - WiFi & Frequencies - WiFi & Encryption - Packet switching	Systems Security 1.6 - Forms of attack - Threats posed to networks	Systems Security 1.6 - Threats posed to networks - Identifying and Preventing vulnerabilities Systems software 1.7 - Operating systems - Utility software
Programming 2.2 - Introduction to programming	Programming 2.2 - Flow diagrams & Pseudocode	Programming 2.2 - Data structures - Basic maths - Variables & Constants	Programming 2.2 - Programming challenges	Programming 2.2 - Programming challenges - Functions & procedures	Programming 2.2 - Programming challenges
Assessment					
Formative: MCQ's & End of topic test, Exam style questions, Feedback on programming exercises					
Summative: Mock exams Component 1 = 1 paper [currently 3 papers to choose from June 2019], Programming project – Planning and development					

Year 2					
Autumn		Spring		Summer	
Autumn 1 (14)	Autumn 2 (12)	Spring 1 (12)	Spring 2 (8)	Summer 1 (10)	Summer 2 (12)
Key themes:	Key themes:	Key themes:	Key themes:	Key themes	Key themes:
Ethical, Legal, Cultural and Environmental concerns <ul style="list-style-type: none"> - Ethical issues - Privacy issues - Legal issues - Cultural issues - Environmental issues - Stakeholders - Open source V Proprietary software Programming 2.2 <ul style="list-style-type: none"> - Programming challenges 	Algorithms 2.1 <ul style="list-style-type: none"> - Abstraction - Decomposition - Algorithmic thinking - Linear search - Binary search - Bubble sort - Merge sort - Insertion sort Programming 2.2 <ul style="list-style-type: none"> - Programming challenges - SQLite 	Basic Programming constructs 2.2 <ul style="list-style-type: none"> - Data types & Operators - File handling - Arrays - Sub programs - Records & SQL Programming 2.2 <ul style="list-style-type: none"> - Programming challenges 	Producing robust programs 2.3 <ul style="list-style-type: none"> - Input validation - authentication - Maintainability - Testing - Test data Computational Logic 2.4 <ul style="list-style-type: none"> - Logic Diagrams - Operators and Truth Tables 	Translators and Facilities of languages 2.5 <ul style="list-style-type: none"> - Low level programming - Assemblers, Compilers and interpreters for translation - IDE's Launch practice Programming project.	Practice Programming Project <ul style="list-style-type: none"> - Review and further improvement to develop a resource to support Programming project. - <i>Students to respond to feedback and ensure they have a complete guide to a project.</i>
Assessment					
Formative: MCQ's & End of topic test, Exam style questions, Feedback on programming exercises					
Summative: Mock exams Components 1 & 2 = 2x papers [currently 3 papers to choose from June 2019], Programming project – Planning and development					

Year 3					
Autumn		Spring		Summer	
Autumn 1 (14)	Autumn 2 (12)	Spring 1 (12)	Spring 2 (8)	Summer 1 (10)	Summer 2 (12)
Key themes:	Key themes:	Key themes:	Key themes:	Key themes	Key themes:
Programming 2.2 - Refresher Launch Official programming project. (4 hrs) <i>No support provided</i>	Continue Official programming project. (16 hrs) <i>No support provided</i>	Data Representation 2.6 - Binary Units - Binary addition - Hexadecimal - Check digits - Character sets - Images - Sound - Compression	Revision		
Assessment					
Formative: MCQ's & End of topic test, Exam style questions, Feedback on programming exercises					
Summative: Mock exams Components 1 & 2 = 2x papers [currently 3 papers for each component from June 2019], Programming project – Planning and development					