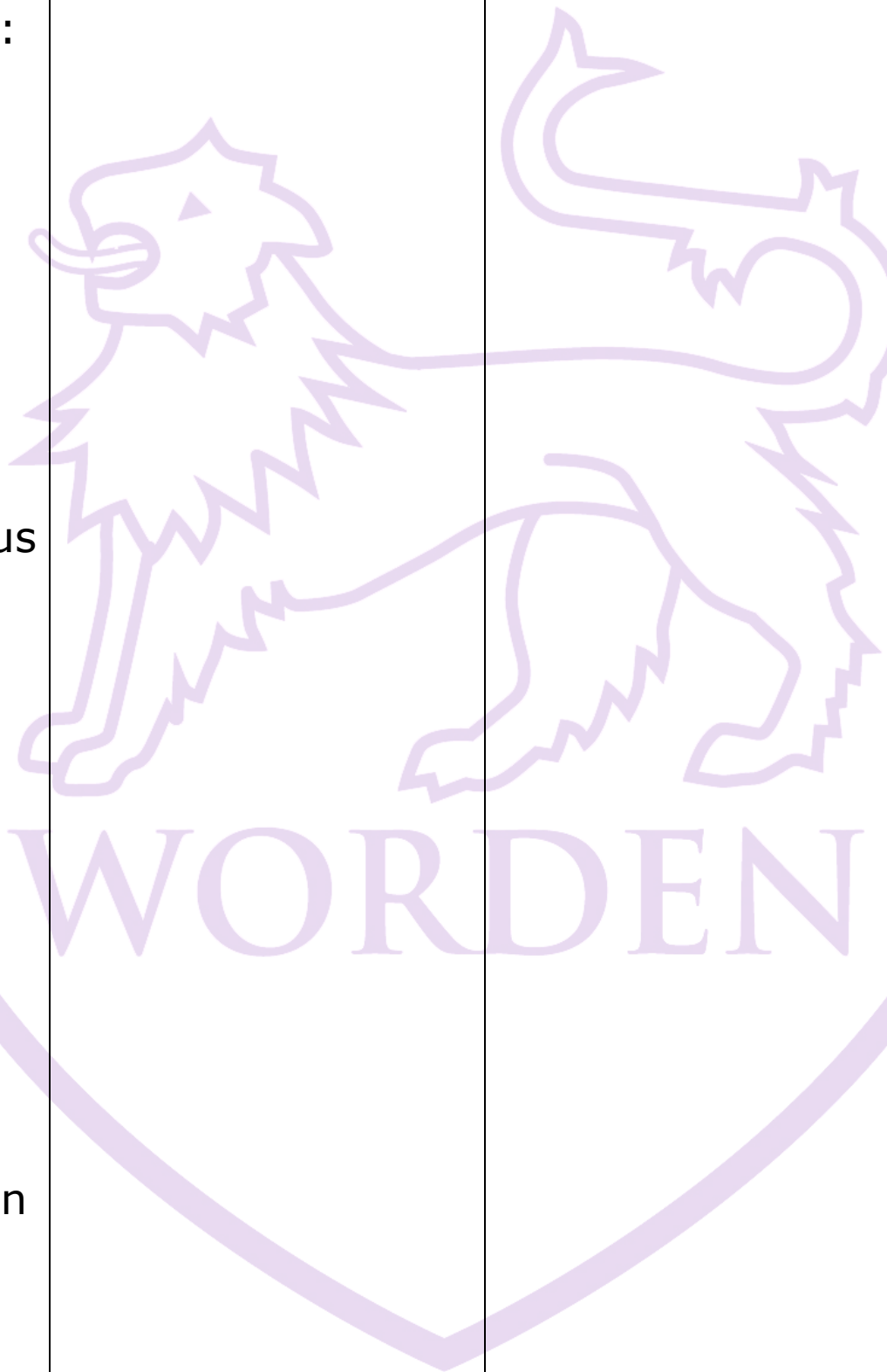


Subject: Computer Science

Year: 11

<p><u>Paper 2 – Topic 4 – Boolean Logic</u></p> <p><u>Paper 2 – Topic 1 – Algorithms</u></p> <ul style="list-style-type: none">• Paper 2 - Topic 4• Simple logic diagrams using the operators AND, OR and NOT• Truth tables “ Combining Boolean operators using AND, OR and NOT• Applying logical operators in truth tables to solve problems <p>Paper Two – Algorithms</p> <ul style="list-style-type: none">• Using abstraction,	<p><u>Paper 2 – Topic 2 – Programming Techniques (Additional 2.2.3)</u></p> <p><u>Paper 2 – Topic 3 – Producing Robust Programs</u></p> <p><u>Paper 2 - Revision (mock)</u></p> <ul style="list-style-type: none">• Defensive design considerations:• Anticipating misuse• Authentication • Input validation• Maintainability:• Use of sub programsNaming conventionsIndentationCommenting• Testing	<p><u>Paper 1 Focus and revision</u></p> <p><u>Paper 1 - Revision (mock)</u></p> <ul style="list-style-type: none">• Exam style questions• Walkthrough – SAM	<p><u>Revision and Programming Challenges</u></p> <ul style="list-style-type: none">• Reviewing past papers• Key questions• Exam technique• Revision documents• Identify and improve areas for development	<p><u>Revision and Programming Challenges</u></p> <ul style="list-style-type: none">• Reviewing past papers• Key questions• Exam technique• Revision documents• Identify and improve areas for development	
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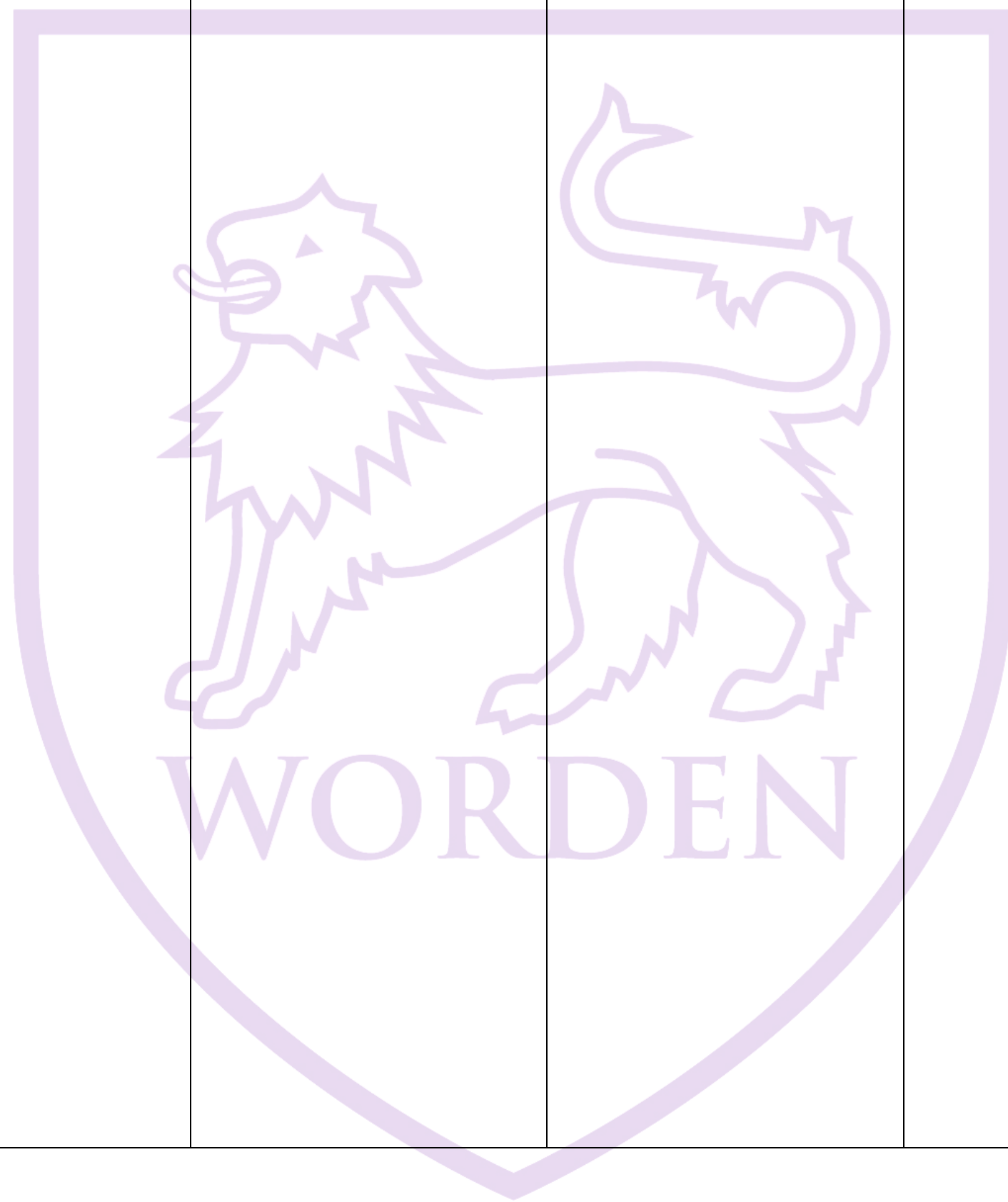
<p>decomposition and algorithmic thinking</p> <ul style="list-style-type: none"> • Creating pseudocode, flowcharts • Common errors • Trace tables • Searching and sorting algorithms • Binary search • Linear search • Bubble sort • Merge sort • Insertion sort 	<ul style="list-style-type: none"> • The purpose of testing • Types of testing: • Iterative • Final/terminal • Identify syntax and logic errors • Selecting and using suitable test data: • Normal • Boundary • Invalid/Erroneous <p><u>Paper 2 - Topic 2</u></p> <ul style="list-style-type: none"> • Continue with programming techniques (advanced) • SQL • Arrays/Records • Sub programs (functions and procedures) • String handling and manipulation • Advanced Iteration concepts • File handling 				
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- Generating random numbers (libraries)
- Programming challenges
- Pseudocode and flowcharts
- Algorithms
- Refining algorithms
- Reflecting on and using previously taught techniques fluently
- Variables, constants, operators, input/output and assignments.
- Sequencing, selection and iteration
- Boolean operators
- Data types
- Paper 2 - Revision (mock)
- Exam style questions
- Walkthrough – SAM



WORDEN

Ludus Admirandus



Ludus Admirandus