

KS4 Computing Curriculum 2019-2020

What are the aims and intentions of this curriculum?

Within the first year of the course students will study two aspects simultaneously. First of all students will study component 1 which covers Computer Systems and how components successfully work together. The second aspect is their programming project which is 20% weighting of their final grade. Students will analyse, design and develop their solution within this academic year.

Term	Topics	Knowledge covered	Skills developed	Assessment
Autumn 1	Comp 1 - Computer Systems	Students to work through Characteristics of contemporary processors, inputs, outputs and storage devices.	Understand the use of the CPU, FDE cycle, Von Neumann, CISC & RISC, Input & Output devices, storage, RAM & ROM and virtual memory.	End of unit assessments
	Comp 3 - Programming Project	Students will work through the Analysis part of their programming project which includes analysing the problem and recommending a solution.	Analysing the problem and creating success criteria on how they will measure the success of their solution.	Coursework
Autumn 2	Comp 1 - Computer Systems	Students to work through the different types of software and software development.	Understand the use of operating systems, application software, software development, assembly languages, programming languages and OO Programming.	End of unit assessments
	Comp 3 - Programming Project	Students will complete their analysis section including the success criteria and also already existing solutions.	Students will be completing the analysis section of their report, reviewing already existing solutions.	Coursework
Spring 1	Comp 1 - Computer Systems	Students will work through exchanging data units of work such as compression, databases and networks.	Understand Compression & Encryption, Databases, Networks and Web technologies.	End of unit assessments
	Comp 3 - Programming Project	Students will work through the design section of their project, designing a solution to solve the problem.	Students will design a solution using pseudocode and flowcharts as well as top down views of their modules.	Coursework
Spring 2	Comp 1 - Computer Systems	Students will work through representing data units such as hex, binary addition, normalisation and logic.	Understand Primitives, Data Structures and Logic.	End of unit assessments
	Comp 3 - Programming Project	Students will work through the design section of their project, designing a solution to solve the problem.	Students will be completing the design section of their report, using a range of techniques.	Coursework
Summer 1	Comp 1 - Computer Systems	Students will work through Legal, moral, cultural and Ethics units of work looking into data protection and other laws and ethics.	Understand the different ethics and computer related legislation required within computing.	End of unit assessments
	Comp 3 - Programming Project	Students will be developing their solution to the problem described in the analysis and designed.	Students will be developing their solution using Python, Tkinter and SQLite.	Coursework

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Students will continue studying component 1 - computer systems, however they will cover all of the A level content, not just AS. Students will also complete the testing and evaluation of their final programming project. Once this is completed, students will then cover all of the content of component 2 - algorithms and programming. Students will then have covered the entirety of the specification in time for their summer exams.

Term	Topics	Knowledge covered	Skills developed	Assessment
Autumn 1	Comp 1 - Computer Systems	Students to revisit work through Characteristics of contemporary processors, inputs, outputs and storage devices.	Understand the use of the CPU, FDE cycle, Von Neumann, CISC & RISC, Input & Output devices, storage, RAM & ROM and virtual memory.	End of unit assessments
	Comp 3 - Programming Project	Students will be testing their solution and providing evidence that their solution meets the criteria set in the analysis/design sections.	Analysing the problem and creating success criteria on how they will measure the success of their solution.	Coursework
Autumn 2	Comp 1 - Computer Systems	Students to revisit work through the different types of software and software development.	Understand the use of operating systems, application software, software development, assembly languages, programming languages and OO Programming.	End of unit assessments
	Comp 3 - Programming Project	Students will complete the evaluation section of their report. They must justify their solution with evidence.	Students will be completing the analysis section of their report, reviewing already existing solutions.	Coursework
Spring 1	Comp 1 - Computer Systems	Students will revisit work through exchanging data units of work such as compression, databases and networks.	Understand Compression & Encryption, Databases, Networks and Web technologies.	End of unit assessments
	Comp 2 - Algorithms	Elements of computational thinking	Students will design a solution using pseudocode and flowcharts as well as top down views of their modules.	Past exam questions
Spring 2	Comp 1 - Computer Systems	Students will revisit work through representing data units such as hex, binary addition, normalisation and logic.	Understand Primitives, Data Structures and Logic.	End of unit assessments
	Comp 2 - Algorithms	Problem solving and programming	Students will be completing the design section of their report, using a range of techniques.	Past exam questions
Summer 1	Comp 1 - Computer Systems	Students will revisit work through Legal, moral, cultural and Ethics units of work looking into data protection and other laws and ethics.	Understand the different ethics and computer related legislation required within computing.	End of Unit assessments
	Comp 2 - Algorithms	Algorithms to solve problems and standard algorithms	Students will be developing their solution using Python, Tkinter and SQLite.	Past exam questions