KS4 2 YEAR CURRICULAR MAP – COMPUTER SCIENCE
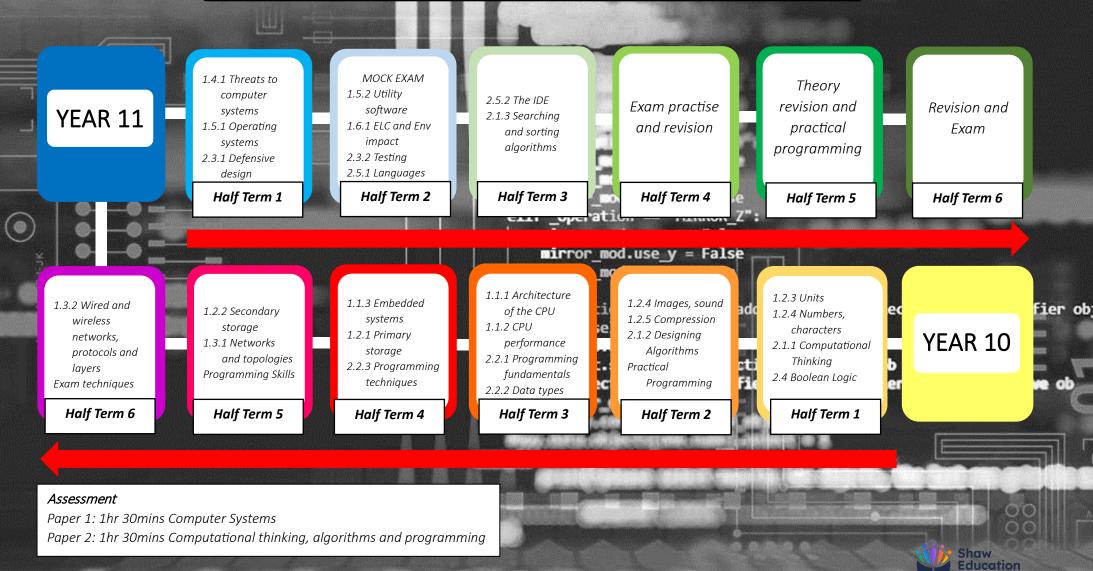
YEAR 11

1.4.1 Threats to computer systems 1.5.1 Operating systems 2.3.1 Defensive design	MOCK EXAM 1.5.2 Utility software 1.6.1 ELC and Env impact 2.3.2 Testing 2.5.1 Languages	2.5.2 The IDE 2.1.3 Searching and sorting algorithms	Exam practise and revision	Theory revision and practical programming	Revision and Exam
Half Term 1	**Half Term 2**	**Half Term 3**	**Half Term 4**	**Half Term 5**	**Half Term 6**

1.3.2 Wired and wireless networks, protocols and layers Exam techniques	1.2.2 Secondary storage 1.3.1 Networks and topologies Programming Skills	1.1.3 Embedded systems 1.2.1 Primary storage 2.2.3 Programming techniques	1.1.1 Architecture of the CPU 1.1.2 CPU performance 2.2.1 Programming fundamentals 2.2.2 Data types	1.2.4 Images, sound 1.2.5 Compression 2.1.2 Designing Algorithms Practical Programming	1.2.3 Units 1.2.4 Numbers, characters 2.1.1 Computational Thinking 2.4 Boolean Logic
Half Term 6	**Half Term 5**	**Half Term 4**	**Half Term 3**	**Half Term 2**	**Half Term 1**

YEAR 10

Assessment
Paper 1: 1hr 30mins Computer Systems
Paper 2: 1hr 30mins Computational thinking, algorithms and programming

Shaw Education Trust