

Key stage 4 Overview

Year 10		
	Paper 1: Principals of computer science	Paper 2: Computational thinking (Topic 1 & 6)
Autumn Half Term 1	Block 1 P1: Course introduction and binary representation	CT1: Introduction to programming
Autumn Half Term 2	Block 2 P2: More binary representation (Shifts, hex, ascii)	CT2: Selection and iteration
Spring Half Term 1	Block 3 P3: Computers: Fetch, decode execute + secondary storage	CT3: Lists and subprograms
Spring Half Term 2	Block 4 P4: Computers: Operating systems and utility software	CT4: 2d lists and linear searches
Summer Half Term 1	Block 5 P5: Malware, hackers and data protection	CT5: Merge sort and files
Summer Half Term 2	Block 6 P6: Networks: Scope, types, speed etc	CT6: Turtle graphics
Year 11		
	Paper 1: Principals of computer science	Paper 2: Computational thinking
Autumn Half Term 1	Block 7 P1: Networks: IoT, embedded systems and TCP/IP	CT1: Subprograms and Problem solving
Autumn Half Term 2	Block 8 P2: Environmental impact, low/high level languages and translators	CT2: Binary search and bubble sort
Spring Half Term 1	Block 9 P3: Bitmaps, sound and compression	CT3: Validation and data structures
Spring Half Term 2	Block 10 P4: AI, robotics and personal data	CT4: Trace tables, testing and problem solving
Summer Term	Exams and revision	

Topic 2: Data



Topic 3: Computers



Topic 4: Networks



Topic 5: Issues and Impact

