

Curriculum overview: Computer Science

Key Stage 2

No prior learning is assumed due to variation of teaching amongst primary schools. Desirable prior learning is listed below:

Digital Literacy

- Evaluate digital content
- Recognise common uses of technology
- Understand how to seek help online, recognising acceptable and unacceptable behaviour and the reasons why age restrictions are in place.

Information technology

- Creating, opening, saving files within a folder structure
- Basic proficiency in the use of office software
- Use the internet to retrieve and search for information
- Be able to use a range of software to present data and information in a suitable format

Computer Science

- Key programming concepts including sequence, selection, iteration, inputs and outputs
- Design, write and debug programs to achieve a specific goal
- Writing of simple algorithms
- The use of constant and variable values
- Understand the concept of networking and communication to provide services such as the world wide web

Key skills/content requirements at GCSE

Theoretical Computing

Students will follow the [OCR J277 Computer Science course](#). Students will develop an understanding of the following key areas within computer science:

- 1.1 – Systems architecture
- 1.2 – Memory and storage
- 1.3 – Computer networks, connections and protocols
- 1.4 – Network security
- 1.5 - Systems software
- 1.6 - Ethical, legal, cultural and environmental impacts of digital technology
- 2.1 – Algorithms
- 2.2 – Programming fundamentals
- 2.3 – Producing robust programs
- 2.4 – Boolean logic
- 2.5 – Programming languages and Integrated Development Environments

It is essential that students have a strong grasp on the key vocabulary associated with the subject allowing them to describe and explain the theory behind how a computer works. Students must also have the knowledge of how to solve a problem and develop a solution.

Students will need to understand a range of processes which occur within computers in order to explain how a computer ultimately responds to user input and guarantees security.

Programming

- Write algorithms to solve given problems.
- Visually represent algorithms using flowcharts.
- Write subroutines to make flowcharts more manageable.
- Use Python to program solutions to given problems.
- Order code so that Python runs in sequence.
- Store values in variables so they can be manipulated.
- Take user input and store the values in variables.
- Manipulate values using mathematical operators.
- Use selection to decide what code to run based on a condition.
- Make decisions using comparative operators.
- Use iteration to repeat sections of code.
- Work out when to use condition-controlled (while) or count-controlled (for) iteration.
- Write functions to better organise programs.
- Pass parameters between functions to make code more efficient.
- Use inbuilt functions contained within libraries.

Curriculum Overview

Theoretical Computing – Throughout study students will develop their understanding of the technology used to power the modern day systems which we rely on. Developing understanding of networking, security, inner workings and the storage of data. In addition to this we provide extensive understanding surrounding the origins of computing and a breadth of history.

Programming – Students will develop their ability to recognise a problem, extract important information, design a solution to a problem, implement using code, test and evaluate fully. Students will be introduced to concepts including variables, sequence, arithmetic operators, Boolean operators, selection, iteration, file handling, regular expressions, time handling, random numbers, subroutines and functions.

	Term 1	Term 2	Term 3	Portable knowledge	Key terms
Year 7	<p>7.1 Introduction to Computing</p> <ul style="list-style-type: none"> • Purpose and features of strong passwords. • Explain the difference between the home and shared drives in school. • Create folder structures to allow for structured and orderly storage of files. • Communicate via email using CC, BCC, attachments, importance, flags. • Describe the difference between personal and private information. • Understand the risks that exist online how to reduce and respond to them. • Explain what a digital footprint is and how it can be contributed to. • To explain what cyber bullying is, its effects and how to report it. <p>7.2 Word Processing Software</p> <ul style="list-style-type: none"> • Explain the purpose of various formatting tools. • Use headings to format a document with consistency and create contents tables. • Make use of headers/footers appropriately. • Separate content using bullet points and numbering where appropriate. • Use keyboard shortcuts to optimise working. • Use images and tables to enhance appearance and readability of documents. 	<p>7.3 – Presentation Software</p> <ul style="list-style-type: none"> • Explain the purpose of various formatting tools. • Use animations, transitions, and triggers effectively to aid a presentation. • Use hyperlinks to navigate through a presentation. • Incorporation of multimedia into a presentation. • Use of the slide master to create a consistent look and feel to a presentation. <p>7.4 Spreadsheet Modelling</p> <ul style="list-style-type: none"> • Identify a cell's location using cell referencing. • Identify a group of cells using a range. • Format and structure data as appropriate in a spreadsheet. • Use formulae to perform calculations. • Use conditional formatting to format certain elements based on a condition. • Sort and search for data within a spreadsheet. • Use graphs and charts to display data in a user-friendly visual format. 	<p>7.5 Hardware</p> <ul style="list-style-type: none"> • Define the term peripheral, understanding the difference between input, output and storage peripherals. • Identify the purpose of hardware devices that exist within a computer system. • Explain how certain devices can be used by less able users to assist with their day-to-day lives. • Explain why binary numbers are used by computers • Convert between binary and denary representation of numbers • Categorise software based on its purpose (applications vs systems software) <p>7.6 Algorithms 1</p> <ul style="list-style-type: none"> • Explain what an algorithm is. • Explain how linear and binary search can be used to find data. • Explain how bubble sort operates when sorting data. • To explain the purpose of sequence, selection and iteration in algorithm design & programming • Build flowcharts which visually represent real life algorithms • To create block based programs which use selection and iteration. 	<p>Use of passwords and how to create strong passwords.</p> <p>File and folder access and manipulation.</p> <p>Use of Office software to create documents; understanding of how to best format documents for a given purpose.</p> <p>Use of Excel to manipulate data, create formulae, sort and search and format data.</p> <p>Risks faced online, risk reduction strategies and actions to be taken if in danger.</p> <p>Use of email, including attachments, highly useful for contacting teachers and sending work.</p> <p>What an algorithm is and how it can be designed using a flowchart. Explaining how algorithms can be used to sort and search data.</p> <p>Basic programming concepts from block-based language (input, variable, output, selection, iteration).</p>	<p>File</p> <p>Folder</p> <p>Email</p> <p>Email address</p> <p>Attachment</p> <p>Carbon Copy</p> <p>Blind Carbon Copy</p> <p>Username</p> <p>Password</p> <p>Private information</p> <p>Public information</p> <p>Inappropriate content</p> <p>Presentation</p> <p>Animation</p> <p>Transition</p> <p>Trigger</p> <p>Formatting</p> <p>Text</p> <p>Font</p> <p>Image</p> <p>Content</p> <p>Spreadsheet</p> <p>Cell</p> <p>Cell reference</p> <p>Range</p> <p>Formula</p> <p>Hardware</p> <p>Peripheral</p> <p>Assistive technology</p> <p>Binary</p> <p>Denary</p> <p>Algorithm</p> <p>Flowchart</p> <p>Sequence</p> <p>Selection</p> <p>Iteration</p> <p>Input</p> <p>Process</p> <p>Output</p> <p>Variable</p>

Year 8	<p><u>8.1 E-safety & Cyber Security</u></p> <ul style="list-style-type: none"> • Builds on unit 7.1 • Recognise the safety related risks when communicating online. • Explain how to practice respectful communication when online. • Recognise how to distinguish between real and fake news using a range of sources. • Explain the differences between types of malware. • Describe threats other than malware that could compromise a computer system. • Explain the different methods of protecting a computer system from malware and other threats. • Explain the role and purpose of encryption. • Perform the Caesar and keyword ciphers to encrypt and decrypt data. • Compare and contrast the Caesar and keyword ciphers. • Explain the features that make a good keyword for encryption purposes. <p><u>8.2 Representing Data</u></p> <ul style="list-style-type: none"> • Explain why binary numbers are used by computers • Convert between binary and denary representation of numbers • To perform binary addition on 2 8-bit binary numbers. • Explain what an overflow error is and when it occurs. 	<p><u>8.2 Representing Data (Cont.)</u></p> <ul style="list-style-type: none"> • Explain the need for hexadecimal numbers. • Convert between hexadecimal, binary and denary numbers. • Explain how images & sound are stored in a computer system and the factors that affect quality and file size. • Explains the purpose of character sets in a computer system. • Compare and contrast ASCII and UNICODE. • Explain why UNICODE replaced ASCII in modern computer systems. <p><u>8.3 Algorithms 2</u></p> <ul style="list-style-type: none"> • Perform bubble, insertion and merge sorts on data. • Compare sorting algorithms; justifying which ones are best used in certain situations. • Design algorithms using basic pseudocode and flowcharts • Design algorithms which incorporate sequence, selection and iteration. • Write Python turtle code which implements algorithms designed in a flowchart 	<p><u>8.4 Python 1</u></p> <ul style="list-style-type: none"> • Create programs to solve problems in a text-based language. • Use variables and inputs to take user entry and store it for later use in a program. • Output data to the shell using print. • Describe the difference between data types (Integer, Float, String). • Identify the correct data type to be used for a variable. • Plan, design and create programs which solve mathematical problems. • Use selection (if statements) to decide which code to run based on a condition. • Recognise errors when running code and correct them. 	<p>Staying safe online.</p> <p>Knowledge of malware and how to protect a computer system.</p> <p>Knowledge of best practice to protect a computer system from threats (eg. password strength).</p> <p>Binary conversion techniques that translate to most other forms of data representation.</p> <p>Representation of image, sound and characters within a computer system.</p> <p>Problem solving skills within text-based programming.</p> <p>Knowledge of how computers are connected together, both locally and over a wider area.</p> <p>How webpages are developed and the difference between search engines and webpages.</p>	<p>Malware Virus Worm Trojan Hacker Phishing Hacking Firewall Anti-malware Encryption Decryption Encryption key Cipher Binary Denary Bit Byte Hexadecimal ASCII Unicode Pixels Resolution Bit depth Compression Lossy Lossless Data type Comparative operator Comparative Operator Arithmetic operator Syntax</p>
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Year 9	<p>9.1 Graphic Design</p> <ul style="list-style-type: none"> • Explain the difference between bitmap and vector graphic. • Explain the purpose and dangers of editing images. • To use various tools to combine images. • To explain how various tools can be used to enhance colour in an image. • To export files to appropriate file types based on their use. <p>9.2 – Python 2</p> <ul style="list-style-type: none"> • Builds upon knowledge developed in 8.4, full revision program. • Explain key features of IDEs which benefit programmers. • To use iteration to solve a variety of problems in Python 	<p>9.2 - Python 2 (Continued)</p> <ul style="list-style-type: none"> • To explain what a subroutine is. • To create programs which use iteration (For & while loops) to improve code efficiency. <p>9.3 – Networking</p> <ul style="list-style-type: none"> • Explain the difference between the internet and the WWW. • Explain how networks are categorised by scale (PAN, LAN, WAN, WLAN) • Explain the purpose and role of key hardware when building a network (NIC, WAP, Switch, Router, Ethernet, Client, Server) • Explain what a network topology is and the advantages and disadvantages of each. • To compare connection methods and explain how they are currently evolving (Coaxial cable, fibre optic cable, FTTC, FTTP, ADSL) • To explain the purpose of key protocols (HTTP, HTTPS, FTP, DNS, SMTP, IMAP) 	<p>9.4 – Website development</p> <ul style="list-style-type: none"> • Explain the features of a well-designed website. • Explain what a house style is and how it can be tailored to a brand. • To create basic HTML pages including the use of head, body, headings, hyperlinks, listed elements. • Explain the purpose of and implement CSS to a webpage. • Incorporate JavaScript into a webpage to create interactive/dynamic features. <p>9.5 - Games development</p> <ul style="list-style-type: none"> • Identify and explain the functions hardware components used for gaming • Identify and describe the difference and similarities game development software • Explain level design theory and apply this in game design and implementation • Explain basic game theory concepts and the use of tools to engage users • Design and build games for a given audience and genre. • Design and edit sprites images. • Control objects within given software and describe object collision and behaviour • Explain the ethical issues of gaming addiction and gambling. 	<p>Knowledge of bitmap images and associated terminology.</p> <p>Respectful and appropriate communication via the use of images.</p> <p>File types including their uses, areas of strength and drawbacks.</p> <p>Features of IDEs which assist programmers.</p> <p>Concepts of sequence, selection and iteration including their applications in Python.</p> <p>Problem solving techniques and algorithm analysis, design, development, and testing.</p> <p>Concept of subroutines and the implementation of procedures.</p> <p>Network scale, including how this relates to real life networks.</p> <p>The purpose of network topologies, their strengths, and drawbacks.</p> <p>Various connection methods employed when building networks.</p> <p>The application of protocols and their purpose.</p>	<p>Bitmap Pixel Vector Brightness Contrast Hue Saturation Crop Filter For While Subroutine Function Procedure Parameter Return Graphics card Contoller Console Peripherals Game engine Sprite Object Levels Behaviours Instance Events Actions Addiction Collision Assets Variable Levels Script</p> <p>Network Internet World Wide Web LAN WAN WLAN PAN NIC WAP Switch Hub Router Ethernet Wi-Fi Client</p>
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Year 10	<p><u>10.1 Representing Data</u></p> <ul style="list-style-type: none"> • Explain the purpose of binary numbers. • Name the units of measurement between bit and Petabyte • Calculate data capacity requirements within a system. • Convert numbers between binary, denary and hexadecimal representation. • Explain the purpose and use of number systems. • Perform binary addition. • Explain the purpose of and perform binary shifts. • Explain the purpose of a character set • Compare and contrast ASCII & Unicode • Explain how bitmap images are stored in a computer system. • Explain what metadata is • Explain how the quality and size of image and sound files is affected by a range of factors. • Explain the need for compression • Explain the differences between lossy and lossless compression. <p><u>10.2 Algorithms & Programming 1</u></p> <ul style="list-style-type: none"> • Explain the principles of computational thinking • Design, create and refine algorithms using pseudocode, flowcharts • Complete trace tables to show the values of variables when an algorithm is executed. • Perform binary & linear search. • Perform Bubble, Merge & Insertion sort. 	<p><u>10.2 Algorithms & Programming 1 (Cont.)</u></p> <ul style="list-style-type: none"> • Compare the efficiency of sorting & searching algorithms • Explain the purpose of & use variables, constants, operators, inputs, outputs and assignments in Python. • Explain the three constructs of programming used to control program flow. • Name and perform common comparison and arithmetic operations. • Explain the need for data types and their features (Integer, real, Boolean, character, string) <p><u>10.3 – Systems Architecture</u></p> <ul style="list-style-type: none"> • Explain the difference between primary memory and secondary storage. • Explain the differences between RAM and ROM. • Explain the purpose and operation of virtual memory. • Explain the characteristics of CPUs and their effect on performance (Clock speed, Cache size, Number of cores) • Explain the purpose of the CPU and the FDE cycle. • Explain the purpose and function of the ALU, CU, Cache and Registers • Explain features of Von-Neumann architecture devices. • Explain the purpose of embedded systems and name examples. • Create simple logic diagrams using AND, OR and NOT • Create truth tables for given logic diagrams. • Combine operators to create logic circuits. 	<p><u>10.4 – Programming 2</u></p> <ul style="list-style-type: none"> • Perform string manipulation • Perform file handling in Python. • Create both 1D and 2D arrays to solve a given problem • Explain the purpose of subroutines, distinguishing between procedures and functions. • Explain how random numbers can be generated in Python. • Create subroutines in Python. • Explain why programs should be designed with defensive considerations and maintainability considerations. • Explain the purpose of validation methods and implement in Python. • Explain common conventions for improving program maintainability. • Explain the purpose of testing and the various forms which exist. • Select and use suitable testing data. • Explain what SQL is • Explain how SQL can be used to interrogate data. • Build and execute SQL statements to interrogate data. <p><u>10.5 – Extended Programming Challenge</u></p> <p>Students apply their prior learning from 10.2 and 10.4 to complete an extended programming challenge. Students will:</p> <ul style="list-style-type: none"> - Analyse a given problem - Design a solution - Develop the solution - Test the solution - Evaluate the solution. 	<p>The use of binary and its purpose within a computer system.</p> <p>Conversion between binary, hexadecimal and denary numbers.</p> <p>Units of measurement within computing and how conversions are performed.</p> <p>Purpose of character sets and the different types.</p> <p>Storage of sound, images in a computer system and the role that compression plays on affecting file size.</p> <p>Principles of computational thinking and problem solving using abstraction, decomposition, sequence, selection and iteration.</p> <p>Development of flowcharts and pseudocode to model algorithms.</p> <p>The use of constants and variables within programming and their purpose.</p> <p>Comparative and arithmetic operators used in computer science.</p> <p>The role of memory and storage within a computer system.</p> <p>The purpose and use of logic gates when building circuits and writing programs.</p> <p>The impact of processor characteristics on the performance of a device.</p>	<p>Binary Denary Hexadecimal Bit Kilobyte Megabyte Gigabyte Petabyte Binary shift Character set ASCII Unicode Bitmap Metadata Compression Lossy Lossless Flowchart Process Decision Input Terminator Trace table Binary search Linear search Bubble sort Insertion sort Merge sort Variable Constant Sequence Selection Iteration Data type Integer String Float Boolean RAM ROM Virtual memory Magnetic Optical Solid State Clock speed Cores Cache F-D-E cycle</p>
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				<p>The role of CPU components within the FDE cycle.</p> <p>Manipulation of strings to achieve a given outcome.</p> <p>Manipulation of lists to store, modify and interrogate data in an efficient manner.</p> <p>The use of subroutines to improve code efficiency. Implementation in Python.</p> <p>Types of testing data and why they should be used to test a program effectively.</p> <p>Features of defensive design and maintainability when writing programs.</p> <p>The role of SQL and how it is used to interrogate data.</p>	<p>Arithmetic logic unit Cache Register Von Neumann Embedded system AND/OR/NOT Logic gates Truth table File handling Array Subroutine Parameter Function Procedure Library Defensive design Maintainability Validation Syntax error Logic error SQL Query SELECT FROM WHERE</p>
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Year 11	<p><u>11.1 – Networking & Security</u></p> <ul style="list-style-type: none"> • Explain the characteristics of LAN and WAN networks. • Explain factors which affect the performance of a network. • The roles of computers in CS and P2P networks. • Explain the role of hardware required to create a LAN network. • Explain the concepts of DNS, Hosting, the cloud and web servers. • Compare star and mesh topologies. • Name modes of connection and explain their use within networks. • Explain the purpose of addressing • Name common networking standards • Explain the purpose of common network protocols. • Explain the concept of layering. • Explain the various forms of threat to computer security • Explain methods of identifying and preventing network vulnerabilities. <p><u>11.2 – Software</u></p> <ul style="list-style-type: none"> • Explain the purpose and functionality of operating systems (UI, Memory management, Multi-tasking, Peripheral management, Drivers, User management, File management) • Explain the difference between the purpose and function of applications and utility software. • Explain the role and purpose of encryption, defragmentation, and compression software. • Explain the purpose and features of high- and low-level languages • Explain the purpose of translator software • Explain the characteristics of compilers and interpreters. • Explain the tools and facilities which are available in an IDE. • Explain the difference between open-source and proprietary software licensing, and off-the-shelf and custom written software. 	<p><u>11.3 – The Impact of Computing</u></p> <ul style="list-style-type: none"> • Explain the impact of technology on wider society. • Evaluate the impact of computing in relation to ethical, legal, cultural, environmental and privacy related issued. • Explain the purpose of key legislation in the computer science field: <ul style="list-style-type: none"> • - Data Protection Act (2018) • - Computer Misuse Act (1990) • - Copyright, Designs and Patents Act (1988) <p><u>11.4 Revision Plan</u> Topics to be determined as appropriate. This will be guided by the mock assessments and departmental data collected throughout the duration of the course.</p>	<p><u>11.4 Revision Plan (Cont.)</u> Topics to be determined as appropriate. This will be guided by the mock assessments and departmental data collected throughout the duration of the course.</p>	<p>Key networking hardware and their role within LAN and WAN networks.</p> <p>Classifications of networks and associated characteristics.</p> <p>Concepts of client-server and peer to peer networks, their strengths and drawbacks.</p> <p>The role of a topology and its impact on network design and performance.</p> <p>Why standards are used in networking and their relevance with regards to network design.</p> <p>Types of software and their classification.</p> <p>The purpose, roles and features of operating systems.</p> <p>The role of utility software in maintaining a computer system.</p> <p>The purpose of translator software and the different types, comparing their strengths and weaknesses.</p> <p>The impacts of computing on wider society, in terms of ethical, legal, cultural, environmental and privacy implications.</p> <p>Key legislation within the computing field and how this impacts upon practice in the workplace.</p>	<p>LAN WAN Latency Packet Client Server Peer Router Modem Switch Hub WAP NIC DNS Host Cloud Topology Star Mesh Full mesh Partial mesh Ethernet Wi-Fi Protocol Layering Security Malware Hacker Brute force Antivirus Firewall Software User interface GUI Command line Application software Utility software Encryption Defragmentation Translator Compiler Interpreter IDE Open-source Proprietary Custom-written Off-the-shelf Ethical Legal</p>
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	<ul style="list-style-type: none">Recommend a type of license for a given scenario.				Cultural Environmental Privacy Data Protection Act GDPR Computer Misuse Act Copyright
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GCSE external assessment:

Computer Science uses the GCSE 9-1 grading system, where 9 is the best grade. All examinations are terminal (at the end of Year 11). The assessments are comprised of the following components:

- Paper 1: Computer Systems. The paper lasts for 1 and a half hours and is worth 50% of the GCSE grade, 80 marks are available on this paper.
- Paper 2: Programming and Algorithms. The paper lasts for 1 and a half hours and is worth 50% of the GCSE grade, 80 marks are available on this paper.

SMSC in computer science

Spiritual development in computer science

Students are continually reflecting on their own lives and the lives of others as they look at various Computing case studies. Students debate and formulate their own set of values and beliefs through case studies as they share their own experiences. Computing is an area of rapid development and change, this provides students with the opportunity to reflect upon this progress and potential new technologies which will be developed in time.

Moral development in computer science

Within computing, it is important to consider many areas of the human impact technology has. Society is not only becoming more reliant on technology, but the increasing rate in which computers are updated causes substantial waste, as well as increased carbon footprint in line with their increased production. Students will investigate the use of social-networking and cyber bullying, whilst learning about the legal implications of immoral acts undertaken online. Students will consider where boundaries should lie and the impact of computing on the environment.

Social development in computer science

Computing can also help all students to express themselves clearly and to communicate. As students' progress through their learning they will consider more complex social needs and are encouraged to research and work to find appropriate solutions to issues that may affect particular groups within society.

Cultural development in computer science

With the increased use of social media sites, people are becoming more culturally aware due to the diversity of content posted online for all of the world to see. Computational thinking encourages problem solving and thinking about how to solve an issue from another perspective – a valuable transferable skill that translates to many aspects of life. Students will consider the positive and negative effects of computing upon various groups of people.

Key Stage 5 Curriculum Overview

Subject: Computer Science Year 12

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Assessment
<p>Component 1:</p> <ul style="list-style-type: none"> Systems Architecture (Components, CPU performance, FDE Cycle, Storage devices, Types of Processor, peripherals) <p>Component 2:</p> <ul style="list-style-type: none"> Computational Thinking (Thinking abstractly, ahead, procedurally, logically, concurrently. Problem recognition & solving) 	<p>Component 1:</p> <ul style="list-style-type: none"> Data Types (Unsigned binary, signed binary in two's complement & sign & magnitude, arithmetic, floating point binary, bitwise manipulation, masks, characters, images, sound) <p>Component 2:</p> <ul style="list-style-type: none"> Object-oriented programming (Classes, objects, methods, inheritance, encapsulation, polymorphism) Recursion Data Structures (Arrays, Tuples, Records) 	<p>Component 1:</p> <ul style="list-style-type: none"> Databases (Compression, encryption, concepts, relational databases, normalisation, SQL, Transaction processing) <p>Component 2:</p> <ul style="list-style-type: none"> Data Structures (Queues, lists, linked lists, stacks, hash tables, graphs, trees) 	<p>Component 1:</p> <ul style="list-style-type: none"> Networking (Hardware, scale, internet structure, topologies, protocols, CS vs P2P, security threats and reduction) <p>Component 2:</p> <ul style="list-style-type: none"> Web Technologies (HTML, CSS, JavaScript, search engines) 	<p>Component 1:</p> <ul style="list-style-type: none"> Boolean Algebra (Logic gates, truth tables, simplification laws, Karnaugh maps) <p>Component 2:</p> <ul style="list-style-type: none"> Algorithms (Analysis, Searching, Sorting, complexity, graph traversal, optimisation algorithms) 	<p>Component 1:</p> <ul style="list-style-type: none"> Systems Software (Operating systems, nature of applications, translators, programming tools, assembly language) The impact of computing (Legal, Privacy, Ethical, Moral, Cultural, Environmental impacts of and solutions) <p>Component 2:</p> <ul style="list-style-type: none"> Software Development Lifecycle <p>Component 3 (NEA):</p> <ul style="list-style-type: none"> Feasibility, analysis, design 	<p>Multiple Choice Questions</p> <p>Past exam questions</p> <p>Programming to a brief</p> <p>Systems development (and analysis)</p> <p>Programming Skills tests</p> <p>Quizzing</p> <p>Parson's Problems</p>

Key Stage 5 Curriculum Overview

Subject: Computer Science
Year 13

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Assessment
Component 3 (NEA): Design/ Development	Component 3 (NEA): Development	Component 3 (NEA): Final testing & Evaluation	Revision plan for component 1 & 2	Revision plan for component 1 & 2	N/A	Multiple Choice Questions Past exam questions Programming to a brief Systems development (and analysis) Programming Skills tests Quizzing Parson's Problems