

Year 10

Autumn Term 1	Spring Term 1	Summer Term 1
1.1: Systems architecture Architecture of the CPU, CPU performance and Embedded systems.	1.3: Computer networks, connections and protocols Networks and topologies.	1.5: Systems software Operating systems, utility software and Ethical, legal, cultural and environmental impact. 2.1: Algorithms Computational thinking, designing, creating and refining algorithms. Practical Programming
Autumn Term 2	Spring Term 2	Summer Term 2
1.2: Memory and storage Primary storage (Memory), Secondary storage, Units and Data storage (Numbers, characters, images, sound and compression).	1.3: Computer networks, connections and protocols Wired and wireless networks, protocols and layers 1.4: Network security Threats to computer systems and networks and identifying and preventing vulnerabilities. Practical Programming	2.1 – Algorithms Searching and sorting algorithms. 2.2: Programming fundamentals Programming fundamentals, data types and additional programming techniques. Practical Programming

Year 11

Autumn Term 1	Spring Term 1	Summer Term 1
2.3: Producing robust programs Defensive design and testing. 2.4: Boolean logic Boolean logic	C01 Revision C02 Revision	Revision - Exams
Autumn Term 2	Spring Term 2	Summer Term 2
2.5 – Programming languages and IDEs Languages and the IDE. Trace tables, testing table, review against design and script interpretation.	C01 Revision C02 Revision	Exams