

Key Stage 4 Curriculum Overview for GCSE Computer Science

Year	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
10	1.1 Systems Architecture	1.2a Memory and Storage	1.2b Data representation		1.3 Networks	
	Programming techniques/2.2 Programming Techniques		2.1 Computational Thinking & Algorithms		2.4 Boolean Logic	Programming with Telium text adventure and Revision
	Programming study runs throughout the course, using Python for practical elements.				Assessments End of topic assessments Year End of Year Exams (Term 3)	
11	1.3 Networks/1.4 System Security	1.4 System Security/1.5 System Software	1.5 System Software	1.6 Ethical, legal, cultural and environmental issues	1.6 Ethical, legal, cultural and environmental issues	GCSE Examinations
	2.3 Robust Program	2.5 Programming Language	2.2 Programming Techniques theory	Revision and Exam Practice		
	Programming study runs throughout the course, using Python for practical elements.				Assessments End of topic assessments Mock 1 (Term 1) Mock 2 (Term 2)	