

Yr 11 Re-visit topics but covered more in depth

3.2 2.5 Programming languages and Integrated Development Environments and Programming project

3.2

3.1 2.3 Producing robust programs 2.4 Boolean logic

Alevel CS 1.2 & 2

KS5 IT CWK

3.1

- 2.1: Operating systems and utility software, ethical issues, legal issues, cultural issues, privacy issues, environmental issues, open sources vs proprietary software, computational thinking, sorting and searching algorithms, designing an algorithm.

Alevel CS 1.2

Term 2 Link:  
Literacy and Maths

2.1 1.5 Systems software

1.6 Ethical, legal, cultural and environmental impacts of digital technology 2.1 Algorithms

Alevel CS 1.5

KS5 IT Unit 1 LO5  
Unit 2

Alevel CS 1.3

2.1

1.2

1.2 1.3 Computer networks, connections and Protocols 1.4 Network security

KS5 IT Unit 1 LO3/2

Alevel CS 1.4  
Assessment

Term 1 Link: Maths and Literacy

1.1

1.1 1.1 System architecture  
1.2 Memory and storage

- 1.1: Parts of a CPU and characteristics, FDE cycle, Von Neumann, Embedded systems, memory, computer storage, compression, data storage and representation and units.
- 1.2: Network hardware, network set up, topologies, cloud computing, network set up, encryption, layers, packet switching, threats to a network and prevention methods.

K Yr 9

Topic 2.2 Programming fundamentals is delivered throughout the course.



**Active Reading and retention is covered throughout the SOW by looking at exam style questions and retention techniques for assessments. Assessment opportunities are given throughout the year according to the Academy calendar.**