

KS4 COMPUTING - Curriculum Path

Autumn 1

Autumn 2

Spring 1

Spring 2

Summer 1

Summer 2

Year 10

DATA REPRESENTATION



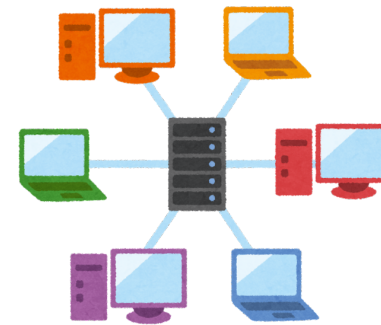
Binary, denary, images,
sound, character sets

COMPUTER SYSTEMS



System architecture,
memory, secondary
storage

NETWORKS



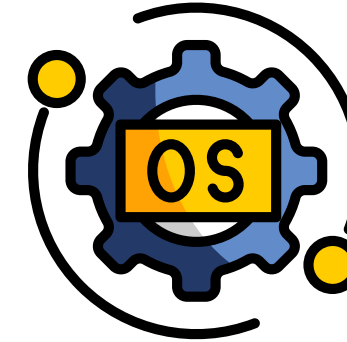
LAN, WAN, network
hardware, protocols
and layers, network
threats and security

IMPACT OF TECHNOLOGY



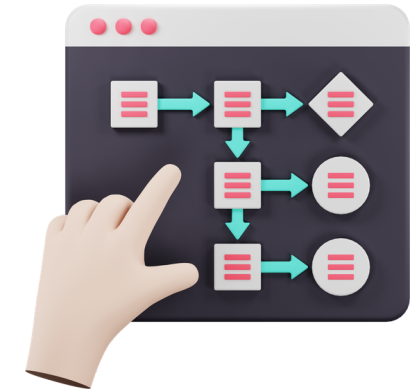
Ethical, legal, cultural
and environmental

OS AND UTILITY SOFTWARE



OS functions,
multitasking,
defragmentation,
encryption

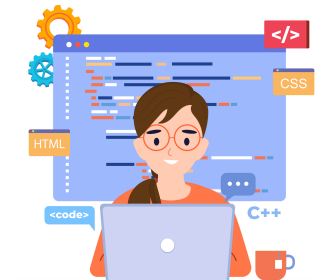
ALGORITHMS



Computational
thinking, search and
sort algorithms

Year 11

PROGRAMMING FUNDAMENTALS



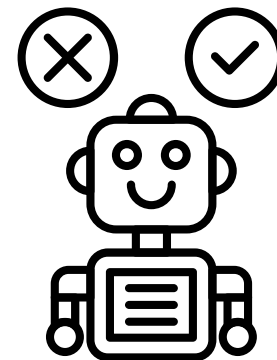
Variables, selection,
iteration, lists, text
files

DEFENSIVE DESIGN



Input validation,
maintainability, syntax
errors, testing tables

BOOLEAN LOGIC



AND, OR, NOT
diagrams, truth tables

EXAM PREPARATION



Quizzes, recap
activities, revision and
exam practice
questions