



COMPUTER SCIENCE CURRICULUM MAP

FURTHER STUDY

A level Computer science • Computing and IT • Computing and engineering • Cyber Security • Data Science • Computer Games Programming • Digital Forensics • Digital Media

CAREER PATHS

Programmer • Data Analyst • ICT Technician • Cyber security • Games developer • Software developer • Computing Engineer • IT manager • Systems analyst • Forensic computer scientist • Network manager

SKILLS

Programming • Logical Thinking • Communication • Problem Solving • Analytical thinking • Literacy • creativity • Research • Mathematical • Resilience

INTEREST

Learning to be inquisitive and creative

EXAMS

01: Computer Systems
02: Computational thinking, algorithms & programming

Programming
Revision
Revision
Revision

Network Security
Programming

End of Year Assessment

Boolean Logic Programming Languages Defensive Design SQL	A01 A02 A03	YEAR 11	Networks	Computational thinking Search and Sort Algorithms	System Software	Ethical Legal Cultural Environmental Issues
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End of Year Assessment

GCSE style programming project	Cyber Security	Spreadsheets: The Cost of Living Project	Representation of sound and images Search and sort algorithms	YEAR 10 A01 A02 A03	CPU Architecture Memory and Storage Representing Data	Programming Fundamentals
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End of Year Assessment

Representing Algorithms	Boolean Logic in circuits and programming Binary Recap	YEAR 9 A01 A02 A03	ICT Skills: Zoo Project	Python Turtle Programming	Introduction to Spreadsheets Word Processing Skills	Ethical, Legal, environmental and Cultural Technology Issues
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The start of your first GCSE unit

End of Year Assessment

Computational Thinking Introduction to Binary	Introduction to programming in Python	Algorithms and Flowcharts Software	YEAR 8 A01 A02 A03	Code breaking: Ciphers and Encryption Esafety	Programming Concepts. Presentation Skills
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Microbits - Programming	Introduction to programming (Scratch)	Introduction to the school computer systems. Computer Components	YEAR 7 A01 A02 A03
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A01

Demonstrate knowledge and understanding of the key concepts and principles of Computer Science.

A02

Apply knowledge and understanding of key concepts and principles of Computer Science.

A03

Analyse problems in computational terms to make reasoned judgements and to design, program, evaluate and refine solutions.