

Year 10 & 11 Computer Science - Outline Programme of Study

	Year 10 Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Big ideas/ topics	3.2 Programming	3.2 Programming	3.1 Fundamentals of algorithms	3.2 Programming	3.3 Fundamentals of data representation	3.4 Computer Systems
Key Knowledge	- Data types - Programming concepts - Arithmetic operations in a programming language - String handling operations in a programming language	- Relational operations in a programming language - Boolean operations in a programming language - Data structures - Input/output	- Representing algorithms - Efficiency of algorithms - Searching algorithms - Sorting algorithms	- Random number generation in a programming language - Structured programming and subroutines (procedures and functions) - Robust and secure programming	- Number bases - Converting between number bases - Units of information - Binary arithmetic - Character encoding - Representing images - Representing sound - Data compression	- Hardware and software - Boolean logic - Software classification - Classification of programming languages and translators - Systems architecture
Big ideas/ topics	3.5 Fundamentals of computer networks	3.6 Cyber Security	3.7 Relational databases and SQL 3.8 Ethical, legal and environmental impacts of digital technology on wider society and privacy	Revise/Recap 3.1 to 3.2 – Paper 1 Past paper practice	Revise/Recap 3.3 to 3.8 – Paper 2 Past paper practice Examinations	Term o
Key Knowledge	- Advantages and disadvantages of computer networks - Main types of computer network - Purpose and use of common network protocols - Methods of network security - 4 layer TCP/IP model	- Fundamentals of cyber security - Cyber security threats - Methods to detect and prevent cyber security threats	- Relational databases - Structured query language (SQL) - Ethical, legal and environmental impacts of digital technology on wider society, including issues of privacy	- Revisiting and revising the Paper 1 topics: 3.1 Fundamentals of algorithms and 3.2 Programming Completing previous Paper 1 exam questions.	- Revisiting and revising the Paper 2 topics: 3.3-3.8 Completing previous Paper 2 exam questions Complete both exams.	

Further information and reading list

Exam board: AQA GCSE Computer Science 8525: <a href="https://www.aqa.org.uk/subjects/computer-science-and-it/gcse/computer-and-it/

Textbook: AQA GCSE (9-1) 8525 Computer Science: https://www.pgonline.co.uk/resources/computer-science/gcse-aqa/gcse-aqa-computer-science-8525/

Recommended revision guide: GCSE Computer Science AQA Revision Guide: https://www.cgpbooks.co.uk/secondary-

books/gcse/computer-science/coar42-gcse-computer-science-aga-revision

 $\textbf{Useful websites:} \ \ \textbf{YouTube tutorials:} \ \underline{\textbf{https://www.youtube.com/c/craigndave/playlists}} \ \textbf{, AQA subject specific vocabulary:} \\$

 $\underline{https://filestore.aqa.org.uk/resources/computing/AQA-8525-SSV.PDF} \ and \ AQA \ command \ words:$

https://filestore.aqa.org.uk/resources/computing/AQA-8525-CW.PDF

Ways to support and extend student learning in this subject

Support guidance:

- All lessons and resources are posted to the students Google Classroom for Computer Science. The assignments should be revisited to consolidate knowledge and to revise.
- Learn the subject specific vocabulary: https://filestore.aqa.org.uk/resources/computing/AQA-8525-SSV.PDF
- Use the Craig 'n' Dave YouTube tutorials to revisit topics and consolidate learning: https://www.youtube.com/c/craigndave/playlists

High-achieving guidance:



FARINGDON COMMUNITY COLLEGE revious exam papers with corresponding answers and commentary are available for students to work through independently on the AQA website: <a href="https://www.aqa.org.uk/subjects/computer-science-and-it/gcse/computer-sc

- Grade 8 9 Resource Pack: All Exam Boards. A comprehensive PDF document with tips and advice on how to achieve the top grades. Available in the Google Classroom for Computer Science.
- Isaac Computer Science: https://isaaccomputerscience.org/topics/gcse?examBoard=all&stage=all#aqa