

Class Group	Autumn Term		Spring Term		Summer Term	
	First half	Second half	First half	Second half	First half	Second half
10B (GCSE Computer Science – AQA)	<p><b>Fundamentals of algorithms part 1 - practical</b> Searching and sorting algorithms.</p> <p><b>Programming part 1 - practical</b> Understanding of the concept of data types and operations.</p> <p><b>Fundamentals of data representation - theory</b> Understand the number bases decimal and binary.</p>	<p><b>Programming part 2 - practical</b> Understanding of the concept of data types and operations</p> <p><b>Fundamentals of data representation - theory</b> Understand how binary can be used to represent whole numbers and be able to convert between binary and decimal and vice-versa.</p> <p><b>System computers - theory</b> Understanding of the concept of data types and operations</p>	<p><b>Programming part 3 - practical</b> Creating software to allow computers to solve problems</p> <p><b>System computers - theory</b> Understanding of the concept of data types and operations</p>	<p><b>Fundamentals of algorithms part 2 - practical</b> Computational thinking and flow charts.</p> <p><b>System computers - theory</b> Understanding of the concept of data types and operations</p>	<p><b>Fundamentals of algorithms part 2 (continued) - practical</b> Tracing algorithms.</p> <p><b>Programming part 4 - practical</b> Understanding of the concept of data types and operations</p> <p><b>Fundamentals of computer networks - theory</b> Exploring how a computer network works from the hardware required to the protocols used for communication.</p>	<p><b>Programming part 4 (continued) - practical</b> Creating software to allow computers to solve problems</p> <p><b>Fundamentals of computer networks - theory</b> Exploring simulations of networks using Packet Tracer software.</p>
Epsilon (KS4 SEN)	<p><b>Online Safety</b></p> <p><b>Spreadsheets</b></p>	<b>Touch Typing</b>	<b>Email</b>	<b>Branching Databases</b>	<b>Graphing</b>	<b>Micro:bits</b>