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