

Curriculum Map - Computer Science Year - 11

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CONTENT	2.2.3 Additional Programming techniques 2.3.1 Defensive Design 2.3.2 Testing 1.5.1 Operating Systems 1.5.2 Utility Software	1.6.1 Ethical, legal, Cultural and Environmental Impact 2.5.1 Languages 2.5.2 IDE	2.1.3 Searching and Sorting Algorithms 2.1.3 Searching and Sorting Algorithm Programming 2.2 Programming Techniques Revision	Component 1 Revision Component 2 Revision	Component 1 Revision Component 2 Revision	Component 1 Revision Component 2 Revision
SKILLS	<ul style="list-style-type: none"> Students will learn about design and testing of robust programs, along with developing subroutines and search algorithms. Students will also learn about operating systems, their functionality and how they work with Utility Software. 	<ul style="list-style-type: none"> Students will learn about the Ethical, Legal, Cultural & Environmental Issues surrounding computer systems, along with the associated legislation. Students will also learn about different programming languages and the associated Development Editors associated with them. 	<ul style="list-style-type: none"> Students will learn about the threats to a computer system, as well as protective measures. They will look at different types of System Software which enables computers to run. They will also review the ethical, legal, cultural and environmental concerns of technology. 	<ul style="list-style-type: none"> Students will revise topics covered over the duration of the GCSE Computer Science course. This will reinforce knowledge and build memory retrieval 	<p>Students will revise topics covered over the duration of the GCSE Computer Science course. This will reinforce knowledge and build memory retrieval.</p>	
THEMES	<ul style="list-style-type: none"> Pseudocode Programming Constructs Input Sanitation Robust Programming Design Development Testing and evaluation 	<ul style="list-style-type: none"> Legal Issues Cultural Issues Environmental Issues IDE's High-Level & Low-Level languages Editors Compilers 	<ul style="list-style-type: none"> Programming fundamentals Search and Sorting algorithms Differences and efficacy of algorithms 	<ul style="list-style-type: none"> Programming Pseudocode Programming Constructs Testing Networks Boolean Logic Software Storage and Data 	<ul style="list-style-type: none"> All skills learned over the duration of the GCSE Computer Science course. 	

- Operating System Evaluation
- Utility Software Functionality

- Translators

- Constants
- File handling

- CPU
- Threats
- Computer System
 - Performance