

<b>What is the purpose of Computer Science?</b>		<b>Department information</b>
<p>To inspire computational thinkers through a relevant, engaging and purposeful curriculum which encourages students to develop skills beyond the classroom. Offer a varied mix of theoretical and practical based learning which embeds problem solving at its core. encourage pupils to develop a passion for computing so pupils are self-motivated and independent learners who see the potential that studying computing can offer.</p>		<p>Subject Leader: Mr Briggs</p> <p>Exam board: Eduqas (GCSE), AQA (A-Level)</p> <p>Computer Science is part of the Business and Computing Faculty. In KS3 students have 2 lessons a fortnight. In KS4 students have 5 lessons a fortnight. In KS5 they have 10 lessons a fortnight</p>
	<b>Key Content/Topics</b>	<b>How do we assess student progress?</b>
7	<ul style="list-style-type: none"> <li>○ Algorithms</li> <li>○ How Computers Work 1</li> <li>○ E-Safety</li> <li>○ Programming 1</li> <li>○ Introduction to Loops</li> </ul>	In addition to ongoing in-class live assessment and feedback there will be 3 assessments that will take place throughout the year.
8	<ul style="list-style-type: none"> <li>○ How Computers Work 2</li> <li>○ iMedia Photoshop</li> <li>○ E-Safety</li> <li>○ Programming 2</li> <li>○ Iteration</li> </ul>	In addition to ongoing in-class live assessment and feedback there will be 3 assessments that will take place throughout the year.
9	<ul style="list-style-type: none"> <li>○ Algorithms</li> <li>○ iMedia Animation</li> <li>○ How Computers Works 3</li> <li>○ Web Design</li> </ul>	In addition to ongoing in-class live assessment and feedback there will be 3 assessments that will take place throughout the year.
10	<ul style="list-style-type: none"> <li>○ Hardware</li> <li>○ Data Representation</li> <li>○ Component 2 Programming</li> <li>○ Operating Systems</li> <li>○ Algorithms</li> <li>○ Logic</li> </ul>	In addition to ongoing in-class live assessment and feedback there will be 3 assessments that will take place throughout the year.

## Computer Science Curriculum Map 2024

<p><b>11</b></p>	<ul style="list-style-type: none"> <li>○ Networking and Data Security</li> <li>○ Legislation and Impacts</li> <li>○ Principles of Programming</li> <li>○ Data Organisation</li> <li>○ Software Development</li> <li>○ Program Constructs</li> </ul>	<p>In addition to ongoing in-class live assessment and feedback there will be 2 assessments weeks that will take place. The second assessment week will have two Trial Exams, one for each component.</p>
<p><b>12</b></p>	<ul style="list-style-type: none"> <li>○ Data Representation</li> <li>○ Databases and Distributed Systems</li> <li>○ Communication and Networks</li> <li>○ Fundamentals of Programming</li> <li>○ Fundamentals of Data Structures</li> <li>○ Fundamentals of Algorithms</li> <li>○ NEA Project</li> </ul>	<p>In addition to ongoing in-class live assessment and feedback there will be 3 assessments that will take place throughout the year.</p> <p>The programming project takes 50 hours and is worth 20% of the final A level grade.</p>
<p><b>13</b></p>	<ul style="list-style-type: none"> <li>○ Organisation and Architecture</li> <li>○ Theory of Computation</li> <li>○ Fundamentals of Functional Programming</li> <li>○ Big Data</li> <li>○ Consequences of uses of Computing</li> </ul>	<p>In addition to ongoing in-class live assessment and feedback there will be 2 assessments weeks that will take place. The second assessment week will have two Trial Exams, one for each component.</p>