

Curriculum Map: Y10 GCSE Computer Science



Focus	Term 1A	Term 1B	Term 2A	Term 2B	Term 3A	Term 3B
Paper 1	<p>1.1 Systems Architecture</p> <p>1.1.1 Architecture of the CPU</p> <p>1.1.2 CPU Performance</p> <p>1.1.3 Embedded Systems</p>	<p>1.2 Memory and Storage</p> <p>1.1.4 Primary Storage</p> <p>1.1.5 Secondary Storage</p> <p>1.1.6 Units</p> <p>1.1.7 Data Storage</p> <p>1.1.8 Compression</p>	<p>1.2 Computer Networks, connections and protocols</p> <p>1.2.1 Networks and topologies</p> <p>1.2.2 Wired and wireless networks, protocols and layers</p>	<p>1.3 Network Security</p> <p>1.3.1 Threats to computer systems and networks</p> <p>1.3.2 Identifying and preventing vulnerabilities</p>	<p>1.4 Systems Software</p> <p>1.4.1 Operating Systems</p> <p>1.4.2 Utility Software</p>	<p>1.5 Ethical, legal, cultural and environmental impacts of digital technology</p> <p>Ethical / legal / cultural issues / environmental issues / privacy issues</p> <p>Legislation relevant to Computer Science:</p> <p>The Data Protection Act 2018</p> <p>Computer Misuse Act 1990</p> <p>Copyright, Designs and Patents Act 1988</p> <p>Software Licenses (Open Source and Proprietary)</p>

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Paper 2	<p>2.1 Algorithms</p> <p>2.1.1 Computational Thinking</p> <p>2.1.2 Designing, creating and refining algorithms</p> <p>2.1.3 Searching and sorting algorithms</p>	<p>2.2 Programming Fundamentals</p> <p>Program Constructs; sequence, selection and iteration</p>	<p>2.2 Programming Fundamentals</p> <p>The use of variables, constants, operators, inputs, outputs and assignment</p>	<p>2.2. Programming Fundamentals</p> <p>Arithmetic operators</p> <p>Boolean operators</p>	<p>2.2 Programming Fundamentals</p> <p>Programming Challenges</p>	<p>2.2 Programming Fundamentals</p> <p>Programming Challenges</p>