

Subject Computer Science	Year 9		
Review	Review 1	Review 2	Review 3
Content covered	<p>Components of a PC What physical features make up a computer system? The CPU and the fetch execute cycle.</p> <p>Basic Web Development Coding in HTML and CSS.</p>	<p>Procedural Programming Procedural programming techniques. Sequence, selection and iteration. Making basic interactive programs.</p> <p>Text Adventure Game Project Extended programming project to make a working game.</p>	<p>Databases with Access Database fundamentals using Microsoft Access. Design and build a database for a purpose.</p> <p>Databases with SQL Advanced databases with SQL.</p> <p>Battle Game Project Databases and procedural techniques used to create a working game system.</p>
Assessment method	<p>60 minute written exam per topic. Grade is averaged to form review grade.</p> <p>Practical work is marked and feedback provided.</p>	<p>60 minute written exam</p> <p>Practical work is marked and feedback provided</p>	<p>60 minute written exam for theory units. Grade average to form review grade.</p> <p>Practical work is marked and feedback provided</p>
Teacher & Dept response	<p>WWW/EBI feedback sheet / NSA lessons Teacher identifies student weaknesses and provides in class support.</p>	<p>WWW/EBI feedback sheet / NSA lessons Significant lack of progress triggers dept. support plan for student – additional programming tasks provided.</p>	<p>WWW/EBI feedback sheet / NSA lessons Significant lack of progress triggers parental conversations and/or ongoing interventions into Y10.</p>

Subject Computer Science	Year 10		
Review	Review 1	Review 2	Review 3
Content covered	Hardware System architecture The fetch execute cycle Primary storage Secondary storage.	Networking Wired and wireless networks LAN and WAN Client server / peer to peer Topologies Layers Protocols	Programming Project Exam board set programming project. Students to spend a significant part of the course solving the problem and developing a solution.
Assessment method	2 x 60 minute written exam. Grade is averaged to form review grade.	2 x 60 minute written exam. Grade is averaged to form review grade.	Pass / fail of completion of the programming project. The result is sent to the exam board.
Teacher & Dept response	WWW/EBI feedback sheet / NSA lesson Teacher identifies student weaknesses and provides in class support. Students have chance to re-sit exams if not in line with progress expectations.	WWW/EBI feedback sheet / NSA lesson Significant lack of progress triggers dept. support plan for student. Students have chance to re-sit exams if not in line with progress expectations.	Additional sessions offered after school to allow learners to catch up if sessions are missed.

Subject Computer Science	Year 11		
Review	Review 1	Review 2	Review 3
Content covered	<p>Representation of Data Binary and hexadecimal Representation of images, text, sound Boolean logic, gates, truth tables</p> <p>Advanced Programming Functions, procedures, parameter passing</p>	<p>Algorithms Linear search, binary search, bubble sort, insertion sort, merge sort</p> <p>Robust Programming Validation, maintainability</p> <p>Translators Compiler, interpreter, assembler</p>	<p>Full course overview Revision of all course content building to the final GCSE exams.</p>
Assessment method	60 minute written exam per topic. Grade is averaged to form review grade.	60 minute written exam per topic. Grade is averaged to form review grade.	Mini mock assessments. Exam practice and feedback.
Teacher & Dept response	WWW/EBI feedback sheet / NSA lesson Ongoing additional intervention sessions for underperformers.	WWW/EBI feedback sheet / NSA lesson Ongoing additional intervention sessions for underperformers.	Ongoing verbal and written feedback on exam practice. Revision sessions offered for all candidates.