

## GCSE Computer Science Overview J277

	Year 10	Year 11
Autumn Term 1	1.1.1 Architecture of the CPU 1.1.2 CPU Performance 1.1.3 Embedded Systems 1.2.1 Primary Storage (Memory) 1.2.2 Secondary Storage  Practical programming exercises	1.6.1 Ethical, legal cultural and environmental impact 2.4.1 Boolean Logic
Autumn Term 2	1.2.3 Units of storage 1.2.4 Data storage 1.2.5. Compression  Practical programming exercises	2.1.1 Computational Thinking 2.1.2 Design, creating and refining algorithms 2.1.3 Searching and sorting algorithms
Christmas		
Spring Term 1	1.3.1 Networks and topologies 1.3.2. Wired and wireless networks, protocols and layers  Practical programming exercises	2.3.1. Defensive Design 2.3.2. Testing
Spring Term 2	1.4.1 Threats to computer systems and networks 1.4.2 Identifying and preventing vulnerabilities 1.5.1 Operating Systems 1.5.2 Utility software  Practical programming exercises	2.5.1. Languages and translators 2.5.2 Integrated Development Environment
Easter		
Summer Term 1	2.2.1 Programming fundamentals 2.2.2 Data types  Programming Project	Written programming skills Metacognition
Summer Term 2	2.2.3 Additional programming techniques  Programming Project (conituned)	