

Year 10 Curriculum Map

Term	Component 1	Component 2	Programming Project	Assessment
Autumn Term 1	1.1.1 Architecture of the CPU 1.1.2 CPU Performance 1.1.3 Embedded systems	2.1.1 Computational thinking 2.1.2 Designing, creating and refining algorithms	Programming Exercises	
Autumn Term 2	1.2.1 Primary storage (Memory) 1.2.2 Secondary storage	2.2.1 Programming fundamentals 2.2.2 Data types	Programming Exercises	
Spring Term 1	1.2.3 Units 1.2.4 Data storage	2.2.3 Additional programming techniques	Programming Exercises	General Assessment
Spring Term 2	1.2.5 Compression		Project Design and Coding	
Summer Term 1	1.3.1 Networks and topologies	2.3.1 Defensive design	Project Design and Coding	Paper 1 Mock GCSE Exam
Summer Term 2	1.3.2 Wired and wireless networks, protocols and layers	2.3.2 Testing	Project Design and Coding	

Year 11 Curriculum Map

Term	Component 1	Component 2	Programming Project	Assessment
Autumn Term 1	1.4.1 Threats to computer systems and networks	2.5.2 The Integrated Development Environment (IDE)	Project Coding, Documentation	
	1.4.2 Identifying and preventing vulnerabilities	2.2.3 Additional programming techniques (DBMS & SQL)		
Autumn Term 2	1.5.1 Operating systems	2.1.3 Searching and sorting algorithms	Project Coding, Documentation	Paper 2 Mock GCSE Exam
	1.5.2 Utility software	2.4.1 Boolean logic		
Spring Term 1	1.6.1 Ethical, legal, cultural and environmental impact Revision	2.5.1 Languages Revision		Walking/Talking Exams
Spring Term 2	Revision			
Summer Term 1	Revision			GCSE Exam
Summer Term 2				