Curriculum Content

Key Stage 3 Y7-9 (Computer Science)

Incorporates the three strands of Computer Science, Digital Literacy and Information Technology.

Weblink: <u>https://www.gov.uk/government/publications/national-</u> <u>curriculum-in-england-computing-programmes-of-study/national-</u> <u>curriculum-in-england-computing-programmes-of-study#key-stage-3</u>

Year 7 Topics	Year 8 Topics	Year 9 Topics
Collaborating Online	Computing Systems	Cyber Security
Online Safety and	Developing for the Web	Python Introduction
Cyber Security	Flowcharts and Algorithms	Data Science
Spreadsheets	Mobile App Development	Media Animation
Ciphers and Codes	Robots and Algorithms	Physical Computing
Programming Micro:bit	Number Representations	
	Vector Graphics	

GCSE Y10-11 (Computer Science)

Exam Board: OCR

Exam Board Specification: J277

Weblink:<u>https://www.ocr.org.uk/Images/558027-specification-gcse-</u> computer-science-j277.pdf

Year 10 Topics	Year 11 Topics
Boolean Logic	Networks & Security
Computer Systems and Architecture	Ethical, legal, cultural and environmental
Algorithms	impacts of Technology
Data Representation	Programming Languages and IDE's
Programming Fundamentals	Programming Project

A Level Y12 & Y13 (Computer Science) Exam Board: AQA

Exam Board Specification: 7517

Weblink:<u>https://filestore.aqa.org.uk/resources/computing/specifications/A</u> QA-7516-7517-SP-2015.PDF

Year 12 Topics	Year 13 Topics
Fundamentals of Programming	Data Structures
Problem solving and theory of computation	Algorithms
Data Representation	Regular Languages

Hardware and Software	The Internet
Computer Organisation and Architecture	Databases and Software Development
Communication: Technology and	OOP and Functional Programming
Consequences	