

## Curriculum Map - Year 10 - Computer Science (2023-24)

Topic Name	Term	Skills Developed	Next link in curriculum	Other Notes
System Architecture (1.1)	Autumn 1	<ul> <li>Components of the CPU</li> <li>CPU registers.</li> <li>CPU Cycle</li> <li>Von Neuman Architecture.</li> <li>Embedded systems.</li> </ul>	Computer Architecture:     Structure / function of processor     and processor types. (Year 12 –     Autumn 1)	Foundations for A Level section 1.1  Links to Prior Learning:  Year 9 Computer Systems 3
Programming Fundamentals (2.2)	Autumn 1/Autumn /Spring 1/Spring 2	<ul> <li>Python programming skills.</li> <li>Sequence/selection/iteration.</li> <li>Procedures and functions.</li> <li>Data structures</li> <li>File input and output.</li> <li>Using SQL</li> <li>Understand the features of an IDE (using Python IDLE).</li> </ul>	• 2.3 Producing Robust Programs (Year 11 – Spring 1)	Single lessons. Practical experience of coding.  Links to Prior Learning:  Y9 Programming with Python 3
Memory and Storage (1.2)	Autumn 2	<ul> <li>RAM vs ROM</li> <li>Virtual Memory</li> <li>How flash, optical and magnetic storage devices work.</li> <li>Comparison of the devices and their suitability for particular purposes/scenarios.</li> </ul>	Input / output and storage devices (Year 12 – Autumn 2)	Links to Prior Learning:  Year 9 – Computer Systems



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Memory and Storage (Data Representation) 1.2	Spring 1	<ul> <li>Data storage units</li> <li>Data representation: Binary / Hexadecimal/Text/Image/Sound.</li> <li>Compression</li> </ul>	• Data Types/Boolean Logic (Year 13 – Autumn 2)	Links to Prior Learning:  Year 9 – Data Representation 3
Computer Networks, Connections and Protocols. 1.3	Spring 2	<ul> <li>Local and Wide Area Networks</li> <li>Client server vs peer to peer</li> <li>Network performance factors</li> <li>Network hardware</li> <li>Internet structure</li> <li>Virtual networks</li> </ul>	• 1.4 Network Security (Year 11 – Spring 1)	Foundations for A Level section 1.3  Links to Prior Learning:  Y9 - Computer Networks 2
	Summer 1	<ul> <li>Network topologies (star/ring/mesh)</li> <li>WiFi</li> <li>TCP/IP</li> <li>Protocols at each layer.</li> <li>Packet switching</li> </ul>		
System Software 1.5	Summer 2	<ul> <li>Role (and characteristics of) operating systems.</li> <li>Application vs Utility software (compression/defragmentation/antivirus etc).</li> </ul>	System Software: Operating Systems and utility software. Nature of applications (Autumn 2 Year 12)	Preparing for A Level section 1.2  Links to Prior Learning:  Y7 Computer Systems 1 (some elements)



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Types of Language and Translators 2.5  Summer 1 / Summer 2	<ul> <li>Difference between compiling and interpreting code.</li> <li>Language classification 1st,2nd 3rd and 4th generation languages and conversions between them.</li> </ul>	System Software: Operating Systems and utility software. Nature of applications (Autumn 2 Year 12)	Preparing for A level section 1.2  Links to Prior Learning:  Y10 Programming Techniques
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