

Key Stage 4 Curriculum Map 2021 - 2022 Subject: Computer Science (2 year course)

Term	Year 1	Year 2
1.1	Data representation (AO1, AO2) Algorithms, flowcharts and basic programming principles (AO1, AO2)	Databases (AO1, AO2) Hardware and software – operating systems, language types and translators (AO1, AO3)
1.2	Hardware and software – logic gates, I/O devices and storage (AO1)	An introduction to pre-release material programming tasks (AO1)(AO2)
2.1	Representing algorithms with pseudocode (AO1, AO2) Data transmission and networks (AO1, AO3)	Security(AO1, AO2, AO3) Paper 2 pre-release material programming practice (AO1, AO2, AO3)
2.2	Representing pseudocode with Python (AO1, AO2)	Ethics (AO1, AO3)
3.1	Hardware and software – computer architecture and the fetch execute cycle (AO1)	Official pre-release task completion and Paper 2 preparation (AO1, AO2, AO3)
3.2	Data structures and further programming concepts in Python (AO1, AO2)	Consolidation & Examination practice

Assessment objectives

- AO1: Recall, select and communicate knowledge and understanding of computer technology
 AO2: Apply knowledge, understanding and skills to solve computing or programming problems
 AO3: Analyse, evaluate, make reasoned judgements and present conclusions

AO1- Demonstrate knowledge and understanding of the key features and characteristics of the periods studied

AO2- Explain, analyse and make judgements about historical events and periods studied using second-order historical concepts

AO3- Use a range of source material to comprehend, interpret and cross-refer sources

AO4- Analyse and evaluate historical interpretations in the context of historical events studied