			KS4 Curriculum Map	Subject	Computer Science

Year 10 Autumn	Year 10 Spring	Year 10 Summer
Programming skills Recap of basic Python coding • Inputs and outputs • Variables • Selection • Iteration • The use of data types Basic string manipulation File handling (Text and CSV files) • Open • Read • Write • close Algorithms • sorting and searching • Flow charts • Pseudo code **Theory** Algorithms • sorting and searching • Flow charts • Pseudo code Data representation • Units • Numbers • characters	**Programming skills** Use of sub programs • functions • procedures Arrays/Lists • one dimensional • two dimensional **Theory** Data representation • Images • Sound • Compression Computational Logic Translators and facilities of Languages Systems Architecture	**Programming skills** The use of SQL to search for data Project practice papers **Theory** Memory Storage Wired and wireless networks

Year 11 Autumn	Year 11 Spring	Year 11 Summer
Programming skills Recap on: • Functions and procedures • Selection • Iteration • File handling • String Handling Programming project (After October half term) **Theory** Network topologies, protocols and layers System Security System Software	**Programming skills** Programming project **Theory** Ethical legal, cultural and environmental concerns Producing robust programs	**Programming skills** Revision **Theory** Revision