

KS4 & KS5 Curriculum Journey

GCSE & A-Level in Computer Science

Careers

Apprenticeships, traineeships, internships, degree courses, employment in Computing, Engineering, Scientist, Research

NEA

Programming Project (20%)
Analyse, Design, Develop, Test & Evaluate a Software Project

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Focused on mastering all topics and completing NEA

Components

Unit 1 – Computer Systems (40%)
Unit 2 – Algorithms & Programming (40%)
Unit 3 – Programming Project (20%)

A-Level
Computer
Science

Skills and Knowledge Building

- 1.1 Processors, IO & Storage
- 1.2 Software & Software Development
- 1.3 Exchanging Data
- 1.4 Data Types, Structures & Algorithms
- 1.5 LMCE
- 2.1 Computational Thinking
- 2.2 Problem Solving & Programming
- 2.3 Algorithms

Focused on introducing all topics

Components

Unit 1 – Computer Systems (40%)
Unit 2 – Algorithms & Programming (40%)

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GCSE
Computer
Science

Next Steps

Apprenticeships, traineeships, internships, employment, A-levels, Cambridge Technicals

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Focused on mastering all topics

Components

Unit 1 – Computer Systems (50%)
Unit 2 – Computational thinking, algorithms & programming (50%)

Skills and Knowledge Building

- Unit 1
 - 1.1 Systems Architecture
 - 1.2 Memory & Storage
 - 1.3 Networks & Protocols
 - 1.4 Network Security
 - 1.5 System Software
 - 1.6 ELCE
- Unit 2
 - 2.1 Algorithms
 - 2.2 Programming
 - 2.3 Robustness
 - 2.4 Boolean Logic
 - 2.5 Programming Languages & IDEs

Skills for Life

Independence, Resilience, Problem solving, Creativity, Time Management, Communication, Logical Thinking, Digital Literacy

Components

Unit 1 – Computer Systems (50%)
Unit 2 – Computational thinking, algorithms & programming (50%)

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Focused on introducing all topics

