Marshalls Park Academy - Curriculum Overview

Subject: Computer Science Year Group: 10

The GCSE Computer Science 9-1 is engaging and practical, encouraging creativity and problem solving. It encourages students to develop their understanding and application of the core concepts in computer science.
Students develop programming skills using programming languages such as Python or JavaScript. Students also learn about computing concepts such as Data Representation (Binary, hexadecimal number systems), computer networks, systems architecture and algorithms.

TERM 1	TERM 2	TERM 3
Computer Systems • 1.1 Systems Architecture • 1.2 Memory and Storage	Computer Systems • 1.3 Computer Networks, Connections and Protocols • 1.4 Network Security <u>Programming practice will take place during this term</u>	Computer Systems • 1.5 Systems Software • 1.6 Ethical, Legal, Cultural and Environmental Impact of Digital Technology <u>Programming practice will take place throughout the term</u>
Please refer to the following link for a detailed breakdown of content for the numbered units above: https://www.ocr.org.uk/Images/558027-specification-gcse-computer-science-j277.pdf		
KEY ASSESSMENTS HALF TERM 1 End of unit test (1.1) HALF TERM 2 End of unit test (1.2)	KEY ASSESSMENTS HALF TERM 3 End of unit test (1.3) HALF TERM 4 End of unit test (1.4)	KEY ASSESSMENTS HALF TERM 5 End of unit test (1.5) HALF TERM 6 End of unit test (1.6)

Extended reading suggestions and links to external resources:

Computer Science - https://www.ocr.org.uk/Images/558027-specification-gcse-computer-science-j277.pdf

Theory components of the course are covered in great-depth to accompany all of the computer Science Course