



GCSE COMPUTER SCIENCE

Plans for Year 10 Curriculum 2026-27

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10 (OCR J277)	<u>Memory and Storage</u> To understand the role of specific hardware devices and the operation of a computer system parts and understand the link between hardware and software . <u>Boolean Logic</u> To understand and use the use of AND , OR and NOT logic gates in diagrams and truth tables .	<u>Systems software</u> To understand the purpose and functionality of operating system and utility software. <u>Algorithms</u> To understand the concept that a set of instructions completed in-order is an algorithm . <u>Practical Programming</u> To develop programming skills in Python and SQL to be able to identify sequence , selection and iteration in code, to solve problems, create web pages, and query database data over the duration of the course.	<u>Computers networks, connections, and protocols</u> To understand the use of wired and wireless networks in modern communication, how data packets are transmitted between electronic devices and the protocols used. <u>Algorithms & Programming fundamentals</u> To know the use of standard algorithms and the core programming constructs of sequence , selection and iteration .	<u>Network security</u> To understand the importance of keeping data safe from malicious intent, in identifying the risks and applying methods to protect it.	<u>Systems Architecture</u> To introduce the concept of a computer system and the components of the CPU . <u>Producing robust programs</u> To understand the aspects of writing computer code that supports its maintenance and development. <u>Mini Project intro.</u>	<u>End-of-Year Examination period</u> <u>Mini project</u> To develop a programming project to consolidate programming techniques in practice and preparation of the Practical Programming Task.
<i>Assessed through Diagnostic Tests and Assessments</i>	<i>Computer systems and memory</i> <i>Data representation</i> <i>eRevision tasks</i>	<i>End-of-Unit Test -01</i> <i>Logic Diagrams</i> <i>Practical programming tasks</i>	<i>Programming basics</i> <i>Practical programming tasks</i> <i>eRevision tasks</i>	<i>End-of-Unit Test -02</i> <i>Searching algorithms</i> <i>Practical programming tasks</i>	<i>Mock examination</i> <i>eRevision tasks</i>	<i>Programming (mini project)</i> <i>eRevision tasks</i>

GCSE COMPUTER SCIENCE

Plans for Year 11 Curriculum 2026-27

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 11 (OCR J277)	<u>Ethical, legal, cultural and environmental Concerns &</u> To explore the <i>wider implications</i> of the use of computers in the modern world. <u>Producing robust code and Programming languages IDEs</u> To understand how the tools of an Integrated Development Environment (IDE) are used to help create computer code. <u>Practical Programming Task 2</u> A programming project based on the <i>design, write, test, refine</i> . To create a solution to a given school-based task. The coded solution can be developed outside of the classroom.		<u>Mock Examination period (02)</u> To review and revise the entire examination <i>Component 01</i> and <i>Component 02</i> specification.	<u>Revision</u> <u>Review and Revision</u> To review and revise the entire examination specification.	<u>Examinations</u>	
<i>Assessed through Diagnostic Tests and Assessments</i>	<i>Programming fundamentals</i> <i>Digital Issues</i> <i>eRevision tasks</i>	<i>Mock examinations</i> <i>Practical programming tasks</i> <i>eRevision tasks</i>	<i>Programming basics</i> <i>Networks and components</i> <i>eRevision tasks</i>	<i>Algorithms (Additional Mock exam)</i> <i>Practical programming tasks</i> <i>eRevision tasks</i>		