



Y10 Overview



TOPICS Computer Science

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
TERM 1	Introduction to Computer Science: Component 1 – System Architecture. Purpose of CPU/What affects a CPU.	Von Neuman Architecture. CU/ALU and registers.		End of topic 1 test.	Comp 1 Primary Storage and Secondary Storage	Comp 1 Primary Storage and Secondary Storage	End of topic test 2 & 3	End of topic test	Comp 1: Programming Unit 1 – Sequence, Selection and Iteration	Comp 1: Programming Unit 2 – Sub Programs		
TERM 2	Comp 1: Data Representation Binary/Denary/Hex/Characters/Images/Sounds/Binary Shifts/Compression) End of topic 4 test		Comp 1: Wired and wireless network		End of topic 5 test	Comp 1: Network and topologies		End of topic 6 test	Comp 1: System Security	End of topic 7 test	Comp 1: Programming Unit 3 – Data Structures	
TERM 3	Comp 1: System Software		End of topic 8 test	Comp 1: Ethical, Legal, Cultural and Environment		End of topic 9 test	Revision			End of Year Assessment		
	Programming Project											



Y11 Overview



TOPICS Creative iMedia

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 12 & wk 14
TERM 1	Recap on preproduction documents. Purpose and Content. This will be needed for R093 exam and R097 Coursework. Mind-map, mood board, visualization diagram, scripts, storyboard and workplans.		R093 – Client brief- Success criteria's. Target Audience Knowledge (Segmentation and Demographics)		Introduction to R097 – Interactive Coursework. Worth 35% Introduce the Client brief. Scenario Title: Interactive digital media product to promote a radio station	Write up Client Success Criteria. Lesson 1- Client Requirements	Write up Target Audience – Lesson 2		Task 3: User Interface Prototype. Creating the product. 4 pages for Town's Bakery information point.	Design (a) – Pre-production. Mind map/Mood board/	Design (b) Visualisation Diagram/Storyboards/Scripts/Wireframe. Visual Identity.	Assets, Navigation Structure Test plan	Developing IDMP. Editing Assets
TERM 2	Developing IDMP. Editing Assets		Testing IDMP - Evidence		Evaluation of IDMP	Final Submission of IDMP. R097 – 35% of Course	Continuation of R093 Exam Theory Research Methods	Media Codes Lesson 1-2	Media codes Lessons 3-6	Legal Issues: Legal laws and Health and Safety	Asset logs and flow charts	Distribution, considerations and platforms	File Formats
TERM 3	Revision: Recap of Media industry		Revision: Recap of Factors influencing product design		Revision: Pre-production planning			Revision Distribution Consideration		Exam Past Papers Exam Past Papers Knowledge Organisers Revision			



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TERM 1	Skills and Knowledge check. Check list using form. Skills based work.		Component 2: 2.1 topic Algorithm: Abstraction/Decomposition/Searches and sorts. End of Topic Test: Algorithm.		Component 2: 2.2. topic: Programming techniques. Keywords: Variable/Constructs/ Data types/Casting/Concatenation/Data operators.	Component 2: 2.2. topic Programming techniques. Sequence/Selection and Iteration. Outputs/inputs/variables/if statements/while loops and for loops. Construct: Assessment		Component 2: 2.2. topic Programming techniques: Data structures/Arrays.	Component 2: 2.2. topic Programming techniques: Functions. Procedures and functions.	Component 2: 2.2. topic Programming techniques. String manipulation.	Component 2: 2.2. topic Programming techniques. Writeable. String manipulation Assessments.	
TERM 2	Component 2: 2.3. topic Robust programming. Validation and input sanitation. Maintainability, Anticipating misuse and planning for contingency. Testing		Component 2: 2.3. Robust Programming. Check digits, Defensive design revision. End of topic test. Robust programming.		Component 2: 2.4. topic computational logic. Logic circuits. Truth tables. End of topic test.	Component 2: 2.5. topic Logic and Translators. High and low level languages. Purpose and functions of Translators. Integrated developer environment.			Component 2: SQL Databases	Exam practice for component 2	Component 1: Data representation. Binary Hex Denary Binary Addition Binary Shifts Compression Data units Images calculation Sound representation. Sound calculation Word calculation	
TERM 3	Comp 1 refresh: System Architecture	Comp 1 Refresh: Primary/Secondary	Comp 1 Refresh: Networks	Comp 1 Refresh: system Software	Comp 1 Refresh: Software and Ethics	Revision Distribution Consideration Exam Past Papers Exam Past Papers Knowledge Organisers Revision						