

Subject content ( What will be covered)	As a result, what students should know /understood	What students should be able to do	How students will be assessed	CEIAG (careers education information and guidance)	By when ( Half term 1 > 6)
Introduction to Computer Science & 2.6 Data representation	What is a computer system including: Hardware and Software, input and output devices. Binary and how data is represented.	Students will be able to answer exam style questions related to the computing topics	<ul style="list-style-type: none"> <li>Formative assessment using teacher feedback.</li> <li>Summative assessment by teacher on final unit activity.</li> <li>Key assessed homework.</li> </ul>	Discussions given about how careers are affected by the subject content including careers paths available related to the unit of work.	HT 1
1.1 Systems architecture & 1.2 Memory	The purpose of the CPU, The Von Neumann architecture, common CPU components. The differences between RAM and ROM and their purpose.	Students will be able to answer exam style questions related to the computing topics	<ul style="list-style-type: none"> <li>Formative assessment using teacher feedback.</li> <li>Summative assessment r on programming skills.</li> <li>Key assessed homework.</li> </ul>	Scenario based on real life situations, discussions given on careers created from these situations	HT 2
1.3 Storage & 1.7 Systems software	The need for secondary storage. Common types of storage. The purpose and functionality of systems software	Students will be able to answer exam style questions related to the computing topics	<ul style="list-style-type: none"> <li>Formative assessment using teacher feedback.</li> <li>Summative assessment r on programming skills.</li> <li>Key assessed homework.</li> </ul>	Scenario based on real life situations, discussions given on careers created from these situations	HT 3
2.1 Algorithms 2.2 Programming techniques	Computational thinking, standard searching and sorting algorithms. Interpret, correct or complete algorithms. The use of the three basic programming constructs.	Students will be able to answer exam style questions related to the computing topics	<ul style="list-style-type: none"> <li>Formative assessment using teacher feedback.</li> <li>Summative assessment by teacher on final unit activity.</li> <li>Key assessed homework</li> </ul>	Discussions given about how careers are affected by the subject content including careers paths available related to the unit of work.	HT 4
Programming projects	How to create programs from the structures of programming.	Students will be able to create programs from the skills taught.	<ul style="list-style-type: none"> <li>Formative assessment using peer assessment.</li> <li>Summative assessment by teacher on final unit activity.</li> <li>Key assessed homework.</li> </ul>	Discussions given about how careers are affected by the subject content including careers paths available related to the unit of work.	HT5
2.3 Producing robust programs & 2.4 Computational logic	Defensive design considerations and maintainability of programs.	Students will be able to answer exam style questions related to the computing topics	<ul style="list-style-type: none"> <li>Formative assessment using peer feedback and teacher feedback in lessons.</li> <li>Summative assessment by teacher on Logo created.</li> </ul>	Discussions given about how careers are affected by the subject content including careers paths available related to the unit of work.	HT6