

Computer Science aims to engage, endeavour and excel all our students to develop into responsible digital users, that are creative, exploratory, independent and inquiring whilst using computational problem solving skills to solve, test and evaluate solutions for the 21st Century Digital Age.

Topics to be covered in Year 10

	Term 1	Term 2	Term 3
Topics to	1.1 System architecture	1.4 Network Security	1.2 Memory and Storage
be covered	Architecture of the CPU	Threats to computer systems and networks	Units
	CPU Performance		Compression
	1.2 Memory and Storage Primary Storage (Memory)	Identifying and preventing vulnerabilities	1.5 Systems Software
			Operating Systems
	Secondary Storage	2.2 Programming Fundamentals	Utility Software
	Data Storage		2.4 Boolean Logic
	Compression	Programming Fundamentals	AND / OR / NOT
	1.3 Computer Networks, connections	Data types	2.1 Algorithms
	and protocols	Additional programming techniques	Computational Thinking
	Types of networks	1.6 Ethical, legal and cultural environmental impacts of digital technology Ethical, legal, cultural environmental impact	Designing ,Creating and Refining algorithms 2.3 Producing robust programs
	Network Topologies		
	Wired Networks		
	Wireless Networks		
	Networking hardware		Defensive design
	Intermediate UK Bebras Computational Thinking Challenge 2024	2.5 Programming languages and Integrated Development	Testing
		Translators	EOY
	2.2 Programming Fundamentals Programming basics Data types		Revision
		Compliers	YEAR 10 EOY EXAM
		2.1 Algorithms	
		Searching Algorithms	
		Sorting Algorithms	
Skills to be developed	Von Neumann architecture components diagram –registers Topology diagrams—Star, Mesh, Ring	Python Variables Python Strings Python Integers Python Functions Python Loops	Number conversion
			Draw Logic gate and truth tables
			Revision Techniques Mindmaps
			Revision cards
			Quizzes
			Frayer models
			Exam questions

Year 10 Useful Resources

Website Links

http://www.w3schools.com/ http://www.teach-ict.com/gcse_new.html https://www.bbc.co.uk/education https://www.gcsepod.com/ http://www.cambridgegcsecomputing.org/ https://ocr.org.uk/subjects/computing/ http://www.w3schools.com/ http://www.teach-ict.com/gcse_new.html https://www.bbc.co.uk/education https://www.gcsepod.com/ http://www.cambridgegcsecomputing.org/ http://www.w3schools.com/ http://www.teach-ict.com/gcse_new.html https://www.teach-ict.com/gcse_new.html https://www.bbc.co.uk/education https://www.bbc.co.uk/education https://www.gcsepod.com/ https://www.cambridgegcsecomputing.org/ https://senecalearning.com/en-GB/

Marking, Assessment and Feedback

Over the course of an academic year students will complete a number of formal assessments, these will be used to assess where students are in their learning journey.

Information from these assessments could be used when making decisions regarding setting of students, reporting progress home and predicting outcome. Current guidelines mean that we cannot provide as much detailed written feedback as it typical. As a result of this, we will during lessons, evaluate students' learning through a range of activities including quizzes, class discussions, detailed questioning and other strategies. Through this, students will know where they are in their learning journey and what they need to do next to make further progress.

Teachers will continue to provide planned written feedback on selected pieces of work.

Homework

Homework will be set using the online platform Go 4 Schools.

Homework tasks are designed to prepare students for future learning or consolidate work completed in the classroom. It will be clear what should be handed in, when it should be handed in and how it should be handed in.

Contact Information:

If you would like to get in contact, please contact your child's teacher on the email address below:

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