



Gordon's School Computing Department

GCSE - Curriculum Map



Key Words / Skills:

Computer Architecture
Hardware
Networks
Software
Computational Thinking
Logic
Algorithms
Programming

Year 11

Revision – Unit 2 focus

Computational thinking
Algorithms and programming

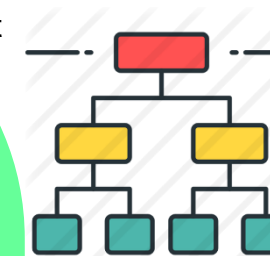


Revision – Unit 1 focus

Computer systems and the impact of technology

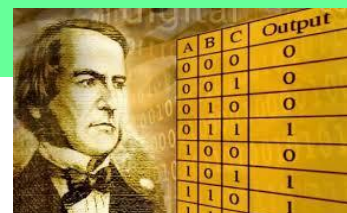
Programming fundamentals:

Subroutines and file handling
Programming Practice project (Dice game)



Robust programs

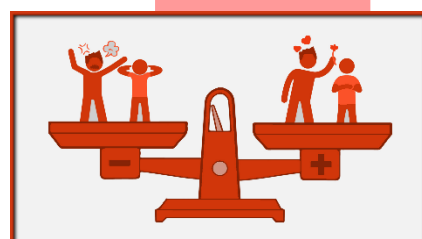
Boolean Logic
Programming languages and Integrated development environments



Revision for Mocks – Paper 1 and Paper 2 (Nov) Mocks



Ethical, Legal, cultural, and environmental impacts of technology – How do computers impact society?



Systems Software

Exploring the role of OS and other types of software



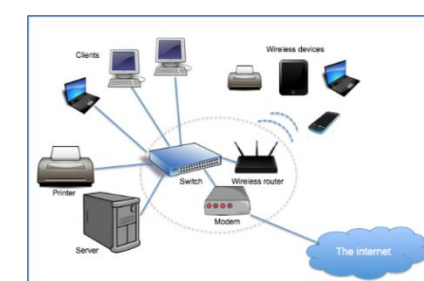
Mock Exams – Paper 1

An assessment based on all of Unit 1



Computer Networks, connections, and protocols Network Security

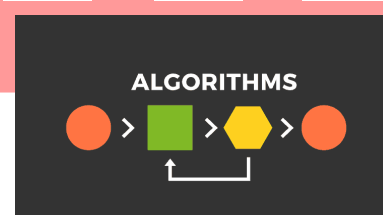
How do computers communicate?



Year 10

Algorithms

Taking ideas and giving them structure to solve problems.



Programming fundamentals

Taking Algorithms from ideas to code



System Architecture & Memory and Storage

A look at the physical construction of the core technology

