Gordon's School Computing Department
GCSE - Curriculum Map

Key Words / Skills:

Computer Architecture

Hardware

Networks

Software

Computational Thinking

Logic

Algorithms

Programming

Revision – Unit 2
focus & exam practice

Revision – Unit 1 focus

Programming fundamentals:
Subroutines and file handling
Programming Practice project
(Dice game)

Year 11

Robust programs
Boolean Logic
Programming languages and integrated
development environments

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

Programming fundamentals

Mock Exams – Paper 1

Ethical, Legal, cultural and
environmental impacts of technology
Algorithms

Year 10

System Architecture

Memory and Storage

Computer Networks, connections and protocols
Network Security
Systems Software