



Gordon's School Computing Department

GCSE - Curriculum Map



Key Words / Skills:

Computer Architecture
Hardware
Networks
Software
Computational Thinking
Logic
Algorithms
Programming

Programming fundamentals

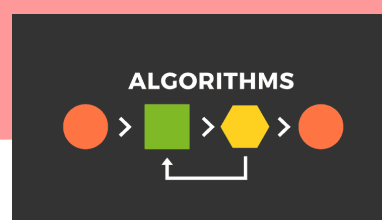
Taking Algorithms from ideas to code



Year 11

Algorithms

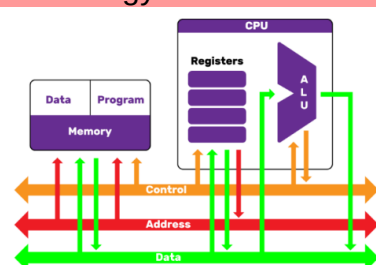
Taking ideas and giving them structure to solve problems.



Year 10

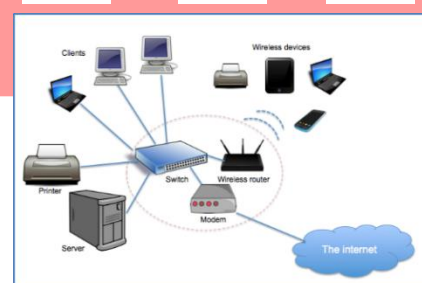
System Architecture & Memory and Storage

A look at the physical construction of the core technology



Computer Networks, connections, and protocols Network Security

How do computers communicate?



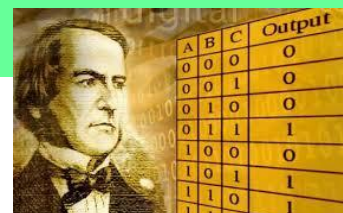
Systems Software

Exploring the role of OS and other types of software



Robust programs

Boolean Logic
Programming languages and Integrated development environments



Mock Exams – Paper 1

An assessment based on all of Unit 1



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



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)

