## **TNHA Curriculum Planning Document**

Subject: Computer Science



| Timescale   | Autumn   |  |   | Spring  |   |   | Summer   |   |  |  |
|---|--|--|---|---|---|---|--|---|--|--|
| Prior Learning (from<br>KS2/3)  | None   | None   | None  | None  | None  | None  | None   | None  | None   |  |
| Topic/ Unit title   | Algorithms<br>1 – Top down<br>Design,<br>Flowcharts and<br>Pseudocode  | Algorithms<br>2 – Searching<br>and Sorting   | Programming<br>1 — Input/Output,<br>Operators,<br>Variables, Data<br>types, String<br>Operations  | Programming<br>2 – Subroutines,<br>Sequence,<br>Selection, Iteration,<br>Importing modules.   | Programming<br>3 - Scope, Data<br>Structures,   | Programming<br>4 – Files, Validation<br>Techniques, Errors<br>and Testing.  | Controlled<br>Assessment   | Controlled<br>Assessment  | Controlled<br>Assessment   |  |
| SMSC/Cultural<br>Capital/Character/FBV-<br>outline specific areas<br>that are covered in this<br>unit | Consider their<br>place in a<br>technical world,<br>how they are<br>better than<br>computers in<br>most regards but<br>also understand<br>their own<br>limitations.<br>How problem<br>solving through<br>algorithmic<br>design can be<br>related to non<br>computing<br>related<br>problems. | Consider their<br>place in a<br>technical world,<br>how they are<br>better than<br>computers in<br>most regards<br>but also<br>understand their<br>own limitations.<br>How problem<br>solving through<br>algorithmic<br>design can be<br>related to non<br>computing<br>related<br>problems. | Must reflect upon<br>own learning to<br>create imaginative<br>programming<br>solutions and also<br>have links to actual<br>programming jobs | Must reflect upon<br>own learning to<br>create imaginative<br>programming<br>solutions and also<br>have links to actual<br>programming jobs | Must reflect upon<br>own learning to<br>create imaginative<br>programming<br>solutions and also<br>have links to actual<br>programming jobs | Must reflect upon<br>own learning to<br>create imaginative<br>programming<br>solutions and also<br>have links to actual<br>programming jobs | Must reflect upon<br>own learning to<br>create<br>imaginative<br>programming<br>solutions and also<br>have links to<br>actual<br>programming<br>jobs | Must reflect<br>upon own<br>learning to<br>create<br>imaginative<br>programming<br>solutions and<br>also have links to<br>actual<br>programming<br>jobs | Must reflect upon<br>own learning to<br>create<br>imaginative<br>programming<br>solutions and also<br>have links to<br>actual<br>programming<br>jobs |  |
| Assessment<br>Opportunities   | Each Topic is assessed by an end of topic test.<br>During the year students will be assessed on their programming skills also.<br>Limited scope for assessment for controlled assessment due to controlled nature of assessment.   |  |   |   |   |   |  |   |  |  |
| Links to other units in KS3/4.  | Y10 –<br>Programming<br>(all)  | Y10 –<br>Programming<br>(all)  | Y10 – Algorithms 1  | Y10 – Algorithms<br>(all)<br>Y10 – Programming<br>1   | Y10 – Algorithms<br>(all)<br>Y10 – Programming<br>1-2   | Y10 – Algorithms<br>(all)<br>Y10 – Programming<br>1-3   | Y10 – Algorithms<br>(all)<br>Y10 –<br>Programming (all)  | Y10 – Algorithms<br>(all)<br>Y10 –<br>Programming<br>(all)  | Y10 – Algorithms<br>(all)<br>Y10 –<br>Programming (all)  |  |



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| Timescale   | Autumn  |   |   | Spring   |   |  | Summer                                  |      |      |
|---|---|---|---|--|---|--|---|------|------|
| Prior Learning (from<br>KS2/3)  | None  | None  | None  | None   | None                                    | None   | None                                    | None | None |
| Topic/ Unit title   | Y10 Algorithms and<br>Programming<br>Theory recap   | Data<br>Representation  | Computer<br>Systems   | Networks   | Cyber Security                          | Consequences of<br>Technology  | Revision of all topics and past papers. |      |      |
| SMSC/Cultural<br>Capital/Character/FBV-<br>outline specific areas<br>that are covered in this<br>unit | Must reflect upon<br>own learning to<br>create imaginative<br>algorithmic<br>solutions and also<br>have links to actual<br>programming jobs | Consider their<br>place in a<br>technical world,<br>how they are<br>better than<br>computers in<br>most regards but<br>also understand<br>their own<br>limitations. | Consider their<br>place in a<br>technical world,<br>how they are<br>better than<br>computers in<br>most regards but<br>also understand<br>their own<br>limitations. | Ethical and legal<br>use of technology.<br>The increasing use<br>of technology at the<br>expense of human<br>labour and<br>freedoms. | Ethical and legal<br>use of technology. | Ethical and legal<br>use of<br>technology.<br>The increasing<br>use of<br>technology at<br>the expense of<br>human labour<br>and freedoms.<br>Ethical use of<br>technology<br>including<br>conservation<br>and the effect on<br>less developed<br>countries. |   |      |      |
| Assessment<br>Opportunities   |   |   |   | Each Topic is a  | ssessed by an end of                    | topic test.  |   |      |      |
| Links to other units in KS3/4.  | Y10 – Algorithms<br>(all) and<br>Programming theory<br>(no programming)   | None  | Data<br>Representation  | None   | None                                    | Y11 – Computer<br>Systems,<br>Networks, Cyber<br>Security  | Y10 – All<br>Y11 - All                  |      |      |