Year 12	Year 13
Term 1	Term 1
Intro to Computer Science A-Level	H446/03: Programming Project
	Developing the solution
H446/02: Algorithms and programming	Evaluation
Elements of computational thinking	
Algorithms to solve problems and standard algorithms	
Term 2	Term 2
H446/02: Algorithms and programming	H446/02: Algorithms and programming
Problem solving and programming	Elements of computational thinking
Froblem Solving and programming	Algorithms to solve problems and standard algorithms
	Problem solving and programming
	Troblem solving and programming
Term 3	Term 3
H446/01: Computer Systems	H446/01: Computer Systems
The characteristics of contemporary processors, input, output and storage devices Software	The characteristics of contemporary processors, input, output and storage devices
and software development	Software and software development
	Exchanging data
	Data types, data structures and algorithms
	Legal, moral, cultural and ethical issues
Term 4	Term 4
H446/01: Computer Systems	Exam Preparation
Exchanging data	H446/2
Data types, data structures and algorithms	
Term 5	Term 5
H446/01: Computer Systems	Exam Preparation
Legal, moral, cultural and ethical issues	H446/1
Term 6	Term 6
H446/03: Programming Project	Exam Preparation
Analysis of the problem	H446/1
Design of the solution	H446/2
Developing the solution	

Overview

Year 12	Year 13
Term 1	Term 1
 Understand what is meant by computational thinking: Thinking abstractly Thinking ahead Thinking procedurally Thinking logically Thinking concurrently Understand the use of algorithms to describe problems and standard algorithms. 	 Developing the solution: Iterative development process Testing to inform development Evaluation: Testing to inform evaluation Success of the solution Describe the final product Maintenance and development
Term 2	Term 2
 Understand how computers can be used to solve problems and programs can be written to solve them (Learners will benefit from being able to program in a procedure/imperative language and object-oriented language.): Programming techniques Computational methods 	 Understand what is meant by computational thinking: Thinking abstractly Thinking ahead Thinking procedurally Thinking logically Thinking concurrently Understand the use of algorithms to describe problems and standard algorithms. Understand how computers can be used to solve problems and programs can be written to solve them (Learners will benefit from being able to program in a procedure/imperative language and object-oriented language.): Programming techniques Computational methods
Term 3-4	Term 3-4
 Understand components of a computer and their uses: Structure and function of the processor Types of processor 	 Understand components of a computer and their uses: Structure and function of the processor Types of processor

o Input, output and storage	o Input, output and storage
Understand the types of software and the different methodologies used to develop software: Systems Software Applications Generation Software Development Types of Programming Language Understand how data is exchanged between different systems: Compression, Encryption and Hashing Databases Networks Web Technologies Understand how data is represented and stored within different structures. Different algorithms that can be applied to these structures: Data Types Data Structures Boolean Algebra	Understand the types of software and the different methodologies used to develop software: Systems Software Applications Generation Software Development Types of Programming Language Understand how data is exchanged between different systems: Compression, Encryption and Hashing Databases Networks Web Technologies Understand how data is represented and stored within different structures. Different algorithms that can be applied to these structures: Data Types Data Structures Boolean Algebra The individual moral, social, ethical and cultural opportunities and risks of digital technology. Legislation surrounding the use of computers and ethical issues that can or may in the future arise from the use of computers: Computing related legislation Moral and ethical Issues
Term 5-6	Term 5-6
 The individual moral, social, ethical and cultural opportunities and risks of digital technology. Legislation surrounding the use of computers and ethical issues that can or may in the future arise from the use of computers: Computing related legislation Moral and ethical Issues 	 Exam Preparation: Demonstrate knowledge and understanding of the principles and concepts of computer science, including abstraction, logic, algorithms and data representation Exam Preparation:

KS5 Knowledge and Skills (Computer Science)

- Analysis of the problem:
 - Problem identification
 - Stakeholders
 - o Research the problem
 - Specify the proposed solution
- Design of the solution:
 - Decompose the problem
 - Describe the solution
 - Describe the approach to testing
- Developing the solution:
 - o Iterative development process

 Apply knowledge and understanding of the principles and concepts of computer science including to analyse problems in computational terms