Curriculum Assessment Map   Year: 10   Subject: Computer Science

½ TERM TOPIC	INTENT			IMPLEMENTATION	IMPACT	
	TAUGHT CURRICULUM (TEACHER LED)	LEARNED CURRICULUM (STUDENT LED)	KEY SKILLS DEMONSTRATED	SUGGESTED ACTIVITIES INCLUDING EXTRA-CURRICULAR OPPORTUNITIES	SUMMATIVE ASSESSMENT TITLE/TYPE	ASSESSMENT CRITERIA
1	**1.1 Systems architecture** **1.2.1 - 1.2.3 Memory and storage**	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Research articles in HackSpace / MagPi Magazine.	Programming focus: Input/Output/ Variables/Selection/ Iteration	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Physical computing - hack space.	1.1 20-mark Exam style questions.	Programming assessed by the software used and progress tracked by students and teachers.
2	**1.3 Computer networks, connections and protocols** **1.4 Network security**	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Research articles in HackSpace / MagPi Magazine.	Procedures Computational Thinking	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Physical computing - hack space.	1.2.1/1.2.2/1.2.3 1.3 20-mark Exam style questions.	Programming assessed by the software used and progress tracked by students and teachers.
3	**1.4.2 Preventing vulnerabilities** **2.3.1 Defensive design**	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Research articles in HackSpace / MagPi Magazine.	Functions Computational Thinking	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Physical computing - hack space.	1.4 20-mark Exam style questions.	Programming assessed by the software used and progress tracked by students and teachers.

Curriculum Assessment Map   **Year: 10**   **Subject: Computer Science**

4	**2.3 Testing** **2.4 Boolean logic**	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Research articles in HackSpace / MagPi Magazine.	Testing/Maintenance Computational Thinking	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Physical computing - hack space.	2.3 2.4 20-mark Exam style questions.	Programming assessed by the software used and progress tracked by students and teachers.
5	**2.1 Search/Sort algorithms** **1.5 Systems software**	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Research articles in HackSpace / MagPi Magazine.	Arrays/Lists Computational Thinking	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Physical computing - hack space.	1.5 20-mark Exam style questions.	Algorithms Programming assessed by the software used and progress tracked by students and teachers.
6	**1.2.4 Representation** **1.2.5 Compression**	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Research articles in HackSpace / MagPi Magazine.	File Handling Computational Thinking	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Physical computing - hack space.	Representation Compression	Programming assessed by the software used and progress tracked by students and teachers.

Curriculum Assessment Map   Year: 11   Subject: Computer Science

½ TERM TOPIC	INTENT			IMPLEMENTATION	IMPACT	
	TAUGHT CURRICULUM (TEACHER LED)	LEARNED CURRICULUM (STUDENT LED)	KEY SKILLS DEMONSTRATED	SUGGESTED ACTIVITIES INCLUDING EXTRA-CURRICULAR OPPORTUNITIES	SUMMATIVE ASSESSMENT TITLE/TYPE	ASSESSMENT CRITERIA
1	1.6 Ethical, legal, cultural and environmental impacts of digital technology 2.5 – Programming Languages (Translation) and IDEs	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Research articles in HackSpace / MagPi Magazine (These are all relevant to all other half terms, too)	Analysis Evaluation	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Physical computing - hack space.	1.6 20-mark Exam style questions.	Programming assessed by the software used and progress tracked by students and teachers.
2	2.5 – Programming Languages (Translation) and IDEs	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Research articles in HackSpace / MagPi Magazine (These are all relevant to all other half terms, too)	Understanding / Application	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Physical computing - hack space.	2.5 20-mark Exam style questions.	Programming assessed by the software used and progress tracked by students and teachers.
3	Revision: 1.1 1.2	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises	Knowledge / Understanding	Bebras. Programming challenges. Isaac Computer Science: Student	Mocks	Programming assessed by the software used and progress tracked by students and

		(Cornell method) Research articles in HackSpace / MagPi Magazine (These are all relevant to all other half terms, too)		Booster sessions, revision material and Masterclasses. Physical computing - hack space.		teachers.
4	**Revision:** **1.3** **1.4**	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Research articles in HackSpace / MagPi Magazine (These are all relevant to all other half terms, too)	Knowledge / Understanding	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Physical computing - hack space.	Past papers	Programming assessed by the software used and progress tracked by students and teachers.
5	**Revision:** **1.5** **1.6**	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Research articles in HackSpace / MagPi Magazine (These are all relevant to all other half terms, too)	Knowledge / Understanding	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Physical computing - hack space.	Past papers	Programming assessed by the software used and progress tracked by students and teachers.
6	**Exams**	**Exams**	**Exams**	**Exams**	**Exams**	**Exams**