Curriculum Assessment Map **Year: 12** **Subject: Computer Science**

	INTENT			IMPLEMENTATION	IMPACT	
½ TERM TOPIC	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 The characteristics of contemporary processors, input, output and storage devices (Components of a computer and their uses)** **1.2.1 Software (Types of software)**	Programming learning activities (GrokLearning). Online video tutorials, note taking exercises (Cornell method) Textbook Research articles in HackSpace / MagPi Magazine (These are all relevant to all other half terms, too)	Programming focus: Procedural approach	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac Workbook of questions. Physical computing - hack space.	1.1 Past paper exam questions.	Programming is assessed by the software used and progress tracked by students and teachers.
2	**1.2.2-3 Software development (methodologies used to develop software)** **1.3.4 Web technologies** **1.4.1 Data types (How data is represented – number)**	Maths for A Level Computer Science Student Workbook	Programming focus: Assembly language	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac Workbook of questions. Physical computing - hack space.	1.2 - 1.4 Past paper exam questions.	Programming is assessed by the software used and progress tracked by students and teachers.

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3	**1.3.1 Compression, encryption and hashing** **1.3.3 Networks**	The (OSI) layered network model. Client/server. Sockets (and programmatic implementation in Python)	Programming focus: Networks (sockets)	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac Workbook of questions. Physical computing - hack space.	1.3.1 1.3.3 Past paper exam questions.	Programming is assessed by the software used and progress tracked by students and teachers.
4	**2.2.1 / 1.2.4 OOP** **1.4.2 Data Structures (arrays/stacks/queues/ linked lists)** **2.3.1e**	NEA project ideas generation	Programming focus: Object Oriented approach later applied to data structures	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac Workbook of questions. Physical computing - hack space.	OOP 1.4 – Data Structures Past paper exam questions.	Programming is assessed by the software used and progress tracked by students and teachers.
5	**2.1.1 Computational Thinking** **2.3.1 Algorithms**	NEA project proposals	2.1	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac Workbook of questions.	2.1 2.3 Past paper exam questions.	Programming is assessed by the software used and progress tracked by students and teachers.

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				Physical computing - hack space.		
6	**1.2.3 – Software Development** **1.5 – Law/Ethics** **1.3.2 - Databases**	NEA project research	Computational methods	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac Workbook of questions. Physical computing - hack space.	1.2.3 Past paper exam questions.	Programming is assessed by the software used and progress tracked by students and teachers.

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	INTENT			IMPLEMENTATION	IMPACT	
½ TERM TOPIC	TAUGHT CURRICULUM (TEACHER LED)	LEARNED CURRICULUM (STUDENT LED)	KEY SKILLS DEMONSTRATED	SUGGESTED ACTIVITIES INCLUDING EXTRA-CURRICULAR OPPORTUNITIES	SUMMATIVE ASSESSMENT TITLE/TYPE	ASSESSMENT CRITERIA
1	**1.4.3 Boolean algebra** **1.4.1 Bitwise manipulation** **Revision:** **1.4.1 - number**	Online video tutorials, note taking exercises (Cornell method) Textbook Research articles in HackSpace / MagPi Magazine NEA project Analysis		Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac Workbook of questions.	Ongoing NEA (non-exam assessment)	Past paper exam questions. NEA
2	**1.1.2 RISC/CISC** **1.3.4bc Web Technologies**	NEA project Design	Algorithmic design Problem solving	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac Workbook of questions.	2.3 Ongoing NEA	Past paper exam questions. NEA
3	**Revision:** **1.2** **1.3**	NEA project Implementation/Test	Code/Testing (Iterative and final)	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac	Ongoing NEA	Past paper exam questions. NEA

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				Workbook of questions.		
4	**1.4 (Trees/Graphs via OOP)** **Revision:** **2.3**	NEA Evaluation	Evaluation	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac Workbook of questions.	March Mocks Ongoing NEA	Past paper exam questions. NEA
5	**1.5cd** **Student-targeted Revision**	Revision	Revision	Bebras. Programming challenges. Isaac Computer Science: Student Booster sessions, revision material and Masterclasses. Isaac Workbook of questions.		Past paper exam questions. NEA
6	**Exams**	**Exams**	**Exams**	**Exams**	**Exams**	**Exams**