

The key stage 5 curriculum builds on knowledge gained from Key Stage 4 and provides the technical knowledge and experience required to progress into higher education and the world of work. The aims of the qualification is to enable learners to: Understand and apply the fundamental concepts and principles of Computer Science abstraction, decomposition, logic, algorithms and data representation Analyse problems in computational terms through practical problem solving experience Develop the capacity for thinking creatively, innovatively, analytically, logically and critically See relationships between different aspects of computer science Application of mathematic skills Articulate the individual (moral), social (ethical), legal and cultural opportunities and risks of digital technology.					
	AUTUMN TERM	SPRING TERM	SUMMER TERM		
Yr12	<ul><li>1.4.1 Data Types</li><li>1.4.3 Boolean Algebra</li><li>1.2.3 Software Development</li></ul>	<ul><li>1.3.4 - Web technologies</li><li>2.1.3 Thinking procedurally</li><li>2.1.4 Thinking logically</li></ul>	<ul><li>1.1.1 Structure and function of the processor</li><li>1.1.2 Types of processor</li><li>1.1.3 Input, output and storage</li></ul>		
	<ul><li>2.1.1 Thinking abstractly</li><li>2.1.2 Thinking ahead</li><li>2.2.1 Programming techniques</li></ul>	<ul> <li>2.1.5 Thinking concurrently</li> <li>NEA <ul> <li>3.1. Analysis of the problem</li> <li>3.2 Design of the solution</li> </ul> </li> </ul>	NEA 3.3 Developing the solution 3.4 Evaluation (20 marks)		
	Homework Tasks, Achievement Tests, End of Unit Assessments	Homework Tasks, Achievement Tests, End of Unit Assessments, NEA section marks	Homework Tasks, Achievement Tests, End of Unit Assessments, Year 12 exam, NEA result		



## KS5 Computer Science A Level Curriculum Mapping

The ke	The key stage 5 curriculum builds on knowledge gained from Key Stage 4 and provides the technical knowledge and experience required to progress into higher education and the world of work. The aims of the qualification is to enable learners to:					
Und	Understand and apply the fundamental concepts and principles of Computer Science abstraction, decomposition, logic, algorithms and data representation Analyse problems in computational terms through practical problem solving experience Develop the capacity for thinking creatively, innovatively, analytically, logically and critically See relationships between different aspects of computer science Application of mathematic skills Articulate the individual (moral), social (ethical), legal and cultural opportunities and risks of digital technology.					
Yr13	AUTUMN TERM	SPRING TERM	SUMMER TERM			
	1.1.1 Structure and function of the processor	1.3.4 Web Technologies	1.2.2 Applications Generation			
	1.1.2 Types of processor	1.3.3 Networks	1.2.1 Systems Software			
	1.1.3 Input, output and storage	1.3.2 Databases	1.2.4 Types of Programming Language			
	NEA	2.2.2 Computational methods	2.3.1 Algorithms			
	3.3 Developing the solution	2.3.1 Algorithms				
	3.4 Evaluation					
	Homework Tasks, Achievement Tests, End of Unit Assessments, Mock exam	Homework Tasks, Achievement Tests, End of Unit Assessments, Mock exam	Homework Tasks, Achievement Tests, End of Unit Assessments, Revision tests - A-level exam			