Stuart Bathurst Catholic High School



Computer Science, IT, Business and Digital Media Department

Long-term sequencing Year 10 GCSE Computer Science

CURRICULUM INTENT: To provide a smooth transition from KS3 to KS4; to understand and apply the fundamental concepts and principles of Computer Science; to analyse problems in computational terms through practical problem solving experience; to enable learners to think creatively, innovatively, analytically, logically and critically; to understand the components that make up digital systems and how they communicate with one another; to understand the impacts of digital technology to the individual and wider society, with particular attention paid to the cultural, ethical and spiritual impact, including the Catholic ethos of the school; to apply mathematical skills relevant to Computer Science; to embed coding into the majority of lessons where it is relevant; to raise attainment of boys and PP/SEND learners; and to provide a knowledge-rich and balanced curriculum to support all learners.

HALF TERM 1:	HALF TERM 2:	HALF TERM 3:
STUDENTS MUST KNOW;	STUDENTS MUST KNOW:	STUDENTS MUST KNOW:
 Data Representation: Binary conversion and 	 The Internet – structure and function 	 Network Security: Threats, Identifying and
arithmetic, binary shifts Hexadecimal.	Wired and Wireless Networks	Preventing attack
 Data Representation: Images and Sounds, 	Network Topology	 Legislation: Computer Misuse Act, DPA, C&P Act
Compression	 Networks: IP and MAC addressing 	• Ethical, Cultural, Environmental and Privacy issues
• The workings of the CPU, registers, primary memory,	Protocols and layers	
cache, FDE cycle, secondary storage (types,	Encryption	
characteristics)	Network Hardware	
		HOW THIS WILL BE ASSESSED:
		Weekly knowledge checkers and/or HW
	HOW THIS WILL BE ASSESSED:	LRW2 (March)
HOW THIS WILL BE ASSESSED:	Weekly knowledge checkers and/or HW	
Mini assessment at end of first H/T	LRW1 (December)	
Weekly knowledge checkers and/or HW		
LRW1 (December)		
HALF TERM 4:	HALF TERM 5:	HALF TERM 6:
STUDENTS MUST KNOW:	STUDENTS MUST KNOW:	STUDENTS MUST KNOW:
 Operating Systems, utility software 	 IDEs; advantages; IDLE as an IDE 	 Any outstanding topics previously missed through
 Standards and Protocols 	Introduction to Python	absence etc (HWPO)
 Computational & Algorithmic Thinking 	Flowcharts and Pseudocode	 Revision for LRW3 (full mock Paper 1)
		 How to complete the NEA task
	HOW THIS WILL BE ASSESSED:	Review LRW3 misconceptions
HOW THIS WILL BE ASSESSED:	Begin NEA task	
Full assessment (for work in HT3 and HT4) end of Spring2	Weekly knowledge checkers and/or HW	HOW THIS WILL BE ASSESSED:
Weekly knowledge checkers and/or HW	LRW3	Complete NEA task
LRW3		Full assessment LRW3 Paper 1
		Weekly knowledge checkers and/or HW
Home learning will consist of a combination of: Worksheets (written and online), exam questions, QLA revision, GCSEPOD, SENECA		

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