

Computer Science Department Curriculum Guide

Year 10

Curriculum

Aι	ıtumn	Spring	Summer
•	Systems ArchitectureoUnits of StorageoThe CPUoPerformance FactorsoVon NeumannoMemoryoEmbedded SystemsoSecondary Storage	 Data Representation Binary Binary Addition Binary Shift Hexadecimal Characters Images Sound Compression 	 Networks Types of Network Types of Connection Performance Factors Hardware Topologies Packet Switching Protocols Security The Cloud and DNS
	 Python programming challenges 	 Computational Thinking Abstraction Decomposition Logic Gates Search/Sort Algorithms 	 System Software Utility Software The OS Languages Translators The IDE Programming Fundamentals Python programming challenges

Assessment & Homework

Students will be assessed at the end of each topic. They will also sit their Year 10 mock papers.

Each assessment will be completed on paper during the lesson. End of topic assessments cover 75% current topic and 25% previous topics from the same paper.

Student's **final** grade at the end of the year will be based on their **average** grade across all assessments taken to that point.

Students will receive **one** piece of homework each week.

To complete any remaining work from the lesson task, to check their answers against the provided answer slides, to complete the work for any lessons they missed. When an assessment is upcoming, the homework will be to revise.

Resources

Students will have a section in their OneNote called "Revising for Assessments". There are two separate tabs for the theory elements and the practical programming elements.

Extra and Super Curricular Opportunities

Coding Ambassador – can apply to lead Coding Club for Years 7 and 8.