	Year 10								
		Comp 01	Comp 02	Comp 03	Recap Recall. In and On/Starters	Homeworks			
				Term 1					
ek 1			Introduction to Course setting up etc	The use of variables, constants, operators, inputs, outputs, assignments	Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Syntax and Logic errors, Trace Tables	Input, output, concatenation			
ek 2	S		Computational thinking	The use of variables, constants, operators, inputs, outputs, assignments	Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Syntax and Logic errors, Trace Tables	Input, output, concatenation, casting			
ek 3	ALGORITHMS		Searching algorithms	The use of data types: Integer, Real, Boolean, Character and string, Casting	Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Syntax and Logic errors, Trace Tables	Input, output, concatenation, casting			
ek 4	I I		Sorting algorithms	The use of the three basic programming constructs used to control the flow of a program: Sequence	Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Syntax and Logic errors, Trace Tables	Input, output, concatenation, casting, MOD			
≥k 5	097		Developing algorithms using flow diagrams	The use of the three basic programming constructs used to control the flow of a program:lteration (count- and	Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Syntax and Logic errors, Trace Tables	Input, output, concatenation, casting, DIV			
ek 6	₹		Developing algorithms using pseudocode	The use of the three basic programming constructs used to control the flow of a program:Iteration (count- and	Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Syntax and Logic errors, Trace Tables	Input, output, concatenation, casting, DIV, relation operators			
ek 7			Interpret, correct or complete algorithms	The common Boolean operators AND, OR and NOT	Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Syntax and Logic errors, Trace Tables	Input, output, concatenation, casting, DIV, relation operators			
				Half Term					
ek 8			Summative Tests	The common arithmetic operators	Sorting and searching algorithms	Revision support			
ek 9	_		Programming Fundamentals	Naming conventions, Indentation, Commenting		Input, output, concatenation, boolean operators			
ek 10	ق		Sequence and selection	Ability to manipulate strings, including: Concatenation, Slicing		Input, output, concatenation, boolean operators			
ek 11			Iteration	String Handling/operations: String Length, Substrings, Uppercase, Lowercase, Ascii Conversion (ASC, CHR)	Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Syntax and Logic errors, Trace Tables	Input, output, concatenation, string manipulation			
k 12	Ž		Arrays	The use of basic file handling operations: Open, Read, Write, Close		Input, output, concatenation, string manipulation			
k 13	PROGRAMMING		Procedures and functions	The use of arrays (or equivalent) when solving problems, including both one-dimensional and two-dimensional arrays	Binary, Linear, Search, Bubble, Merge and Insertion Sort	Input, output, concatenation, string manipulation			
ek 14	8		Records and files	Skills Recap		Input, output, concatenation, string manipulation			
k 15			SQL	Skills Recap		IF statements			
ek 16			Summative Tests	Skills Recap	Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Syntax and Logic errors, Trace Tables	Revision support			
				Term 2					
k 17		Storage units and binary numbers		How to use sub programs (functions and procedures) to	Binary, Linear, Search, Bubble, Merge and Insertion Sort	IF statements, boolean operators			
		Storage units and binary numbers Binary arithmetic and hexadecimal		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence,	IF statements, boolean operators IF statements, DIV/MOD			
k 18	REP			How to use sub programs (functions and procedures) to produce structured code	Binary, Linear, Search, Bubble, Merge and Insertion Sort				
ek 18 ek 19	ATA REP	Binary arithmetic and hexadecimal		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions),	IF statements, DIV/MOD			
ek 18 ek 19 ek 20	DATA REP	Binary arithmetic and hexadecimal Charactors		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code Random number generation	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting	IF statements, DIV/MOD			
k 18 k 19 k 20 k 21	DATA REP	Binary arithmetic and hexadecimal Charactors Images		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code Random number generation Random number generation	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions), Random name generator.	IF statements, DIV/MOD ELIF ELIF			
ek 18 ek 19 ek 20 ek 21	DATAREP	Binary arithmetic and hexadecimal Charactors Images Sound		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code Random number generation Skills Recap Defensive design considerations: Anticipating misuse,	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions), Random name generator. Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Synatax and Logic errors, Trace Tables	IF statements, DIV/MOD ELIF ELIF FOR loops			
ek 18 ek 19 ek 20 ek 21 ek 22	DATA	Binary arithmetic and hexadecimal Charactors Images Sound		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code Random number generation Random number generation Skills Recap Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Half Term Defensive design considerations: Anticipating misuse,	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions), Random name generator. Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Synatax and Logic errors, Trace Tables Binary, Linear, Search, Bubble, Merge and Insertion Sort	IF statements, DIV/MOD ELIF ELIF FOR loops			
ek 18 ek 19 ek 20 ek 21 ek 22	DATA	Binary arithmetic and hexadecimal Charactors Images Sound Compression		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code Random number generation Skills Recap Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Half Term	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions), Random name generator. Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Synatax and Logic errors, Trace Tables Binary, Linear, Search, Bubble, Merge and Insertion Sort	IF statements, DIV/MOD ELIF ELIF FOR loops FOR loops			
ek 18 ek 19 ek 20 ek 21 ek 21 ek 22 ek 23 ek 24	YS ARCH DATA REP	Binary arithmetic and hexadecimal Charactors Images Sound Compression		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code Random number generation Random number generation Skills Recap Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability:	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions), Random name generator. Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Synatax and Logic errors, Trace Tables Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators	IF statements, DIV/MOD ELIF ELIF FOR loops FOR loops Revision support			
k 18 k 19 k 20 k 21 k 22 k 22 k 23 k 24 k 25	АКСН DATA	Binary arithmetic and hexadecimal Charactors Images Sound Compression Summative Tests The CPU		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code Random number generation Skills Recap Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Half Term Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Testing - Final and Iterative	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions), Random name generator. Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Synatax and Logic errors, Trace Tables Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data Storage - Data Rep - Bianry Denary, Hex, Addition, Shifts, Charactors Images and Sound	IF statements, DIV/MOD ELIF ELIF FOR loops FOR loops Revision support For loops			
ek 17 ek 18 ek 19 ek 20 ek 21 ek 22 ek 23 ek 24 ek 25	YS ARCH DATA	Binary arithmetic and hexadecimal Charactors Images Sound Compression Summative Tests The CPU CPU Performance		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code Random number generation Random number generation Skills Recap Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Half Term Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Testing - Final and Iterative Testing - Normal, Boundary, Invalid, Erroneous	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions), Random name generator. Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Synatax and Logic errors, Trace Tables Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data Storage - Data Rep - Bianry Denary, Hex, Addition, Shifts, Charactors Images and Sound Data types and Casting Starter Contingency	IF statements, DIV/MOD ELIF ELIF FOR loops FOR loops Revision support For loops While loops, boolean operators			
ek 18 ek 19 ek 20 ek 21 ek 22 ek 22	YS ARCH DATA	Binary arithmetic and hexadecimal Charactors Images Sound Compression Summative Tests The CPU CPU Performance		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code Random number generation Random number generation Skills Recap Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Half Term Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Testing - Final and Iterative Testing - Normal, Boundary, Invalid, Erroneous Testing (mixture of above)	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions), Random name generator. Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Synatax and Logic errors, Trace Tables Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data Storage - Data Rep - Bianry Denary, Hex, Addition, Shifts, Charactors Images and Sound Data types and Casting Starter Contingency	IF statements, DIV/MOD ELIF ELIF FOR loops FOR loops Revision support For loops While loops, boolean operators			
ek 18 ek 19 ek 20 ek 21 ek 22 ek 23 ek 24 ek 25 ek 26	YS ARCH DATA	Binary arithmetic and hexadecimal Charactors Images Sound Compression Summative Tests The CPU CPU Performance Memory		How to use sub programs (functions and procedures) to produce structured code How to use sub programs (functions and procedures) to produce structured code Random number generation Random number generation Skills Recap Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Half Term Defensive design considerations: Anticipating misuse, Authentication, Input validation, Maintainability: Testing - Final and Iterative Testing - Normal, Boundary, Invalid, Erroneous Testing (mixture of above)	Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data types and Casting String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions), Random name generator. Abstraction, Decomposition, Algorithmic thinking, Flowcharts, Pseudocode, Synatax and Logic errors, Trace Tables Binary, Linear, Search, Bubble, Merge and Insertion Sort Variables, Constants, operators, inputs, outputs, and assignments. Programming Constructs: Selection, Sequence, Iteration. Arithmetic and Boolean Operators Data Storage - Data Rep - Bianry Denary, Hex, Addition, Shifts, Charactors Images and Sound Data types and Casting Starter Contingency	IF statements, DIV/MOD ELIF ELIF FOR loops FOR loops Revision support For loops While loops, boolean operators Nested FOR loops			

Week 29		Defensive design	Project	Data Storage - Data Rep - Bianry Denary, Hex, Addition, Shifts, Charactors Images and Sound	Functions		
Week 30	SUB -	Errors and testing	Project	Architecture of a CPU - Fetch, Decode, Execute. Componets - ALU. CU, Cahce, Registers,, Von Neumann/registers - MAR, MDR, PC, ACC	Functions		
Veek 31	ANG	Translators and facilities of languages	Project	CPU Perfromance - Clock Speed, Cache Size, Number of Cores. 1.1.3 - Embedded Systems	Procesdures		
Veek 32		The Integrated Development Enviroment	Project	Primary Storage - Ram, Rom and Virtual Memory	File creating/reading/writing		
			Half Terr	n			
Veek 33		Summative Tests	Project	String Manipulation, file handling, records, SQL, arrays (1D and 2D), Sub Programs (Procedures and Functions), Random name generator.	Revision support		
Veek 34		End of year test revision	Mini Project - Pseudocode Evidence	Boolean logic and Truth Tables	File creating/reading/writing		
Veek 35		End of Year Test revision	Mini Project - Algorithm Evidence	Authetication and Anticipating Misuse, Input Validation, Program Maintainability	Validation checks		
Veek 36		Contingency, Revision for end of year test and Programmin	g Practice	Languages - High and Low, Translators and Compilers & IDE's	Validation checks		
Veek 37		End of year test		Starter Contingency	Revision support		
Veek 38		WOW WEEK					