



## Verulam School: Key Stage 4 CURRICULUM INFORMATION

**Department: Computer Science**  
**Subject Leader: Mr P Schalker**

**Subject Vision:** The aim of the Computer Science curriculum is to provide students with the knowledge and tools that will allow them to design and implement effective, economical, and creative solutions for the needs of individuals, society, and the high-tech economy. Problem solving being the key element that pulls all topics together. The curriculum's required courses give the student a strong foundation in both the software, hardware and programming aspects of computing, as well as the mathematics and science that underlie the discipline.

<b>YEAR 10</b>						
<b>Term</b>	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
Topic/Unit Title	01 – Systems Architecture. Memory and Storage. 03 - Programming.	01 – Memory and Storage. 03 – Programming.	01 – Computer networks, connections and protocol. 03 – Programming.	01 – Network Security. 03 – Programming.	01 – Systems Software. 03 – Programming.	01 – Ethical, Legal, Environmental, Cultural issues. 03 – Programming.
<b>YEAR 11</b>						
<b>Term</b>	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
Topic/Unit Title	02 – Programming fundamentals. 03 – Programming.	02 – Algorithms. 03 – Programming.	02 – Producing robust programs. 03 – Programming.	02 – Boolean Logic. Programming languages and IDE's. 03 – Programming.	Revision	Exams