

GCSE COMPUTER SCIENCE Curriculum Overview Key Stage 4 - Year 10

GCSE Computer Science Year 10	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic/Unit to be studied	Computers Programming	Computers Programming	Data Programming	Data Programming	Communication and the Internet Problem Solving	Programming
Subject Content Outline	<p>Students must be familiar with the hardware and software components that make up a computer system and recognise that computers take many forms from embedded microprocessors to distributed clouds.</p> <p>Students must be able to design, read, write and debug programs. They must be able to apply their skills to solve real problems and</p>	<p>Students must be familiar with the hardware and software components that make up a computer system and recognise that computers take many forms from embedded microprocessors to distributed clouds.</p> <p>Students must be able to design, read, write and debug programs. They must be able to apply their skills to solve real problems and</p>	<p>Students must understand how different types of data are represented in a computer.</p> <p>Students must be able to design, read, write and debug programs. They must be able to apply their skills to solve real problems and produce robust programs.</p>	<p>Students must understand how different types of data are represented in a computer.</p> <p>Students must be able to design, read, write and debug programs. They must be able to apply their skills to solve real problems and produce robust programs.</p>	<p>Students should understand the key principles behind the organisation and set-up of computer networks.</p> <p>Students should understand how computer systems work and design, implement and analyse algorithms for solving problems</p>	<p>Students will understand the coursework requirements and will practice these by completing a scenario set by the teacher.</p>

