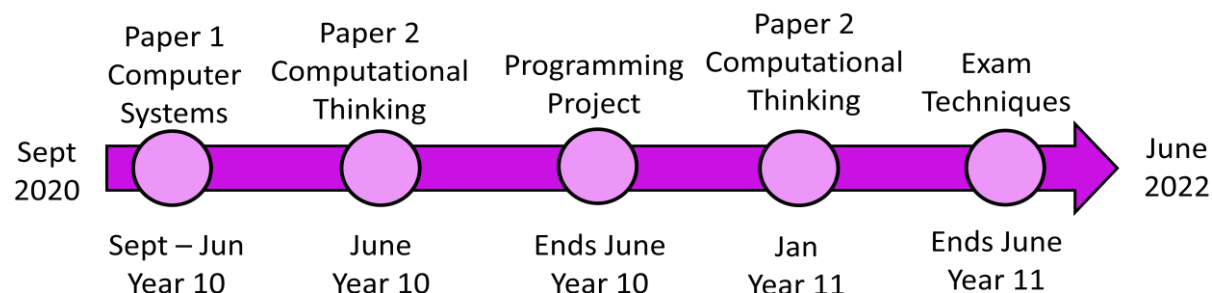


Computer Science Year 10 & 11 Learning Map



	Units of Work		
	Computer Systems Paper 1	Computational Thinking Paper 2	Programming Project
Lessons	Systems Architecture	• Algorithms	• Programming techniques
	• Memory	• Programming techniques	• Analysis
	• Storage	• Producing robust programs • Computational logic	• Design • Development
	• Wired and wireless networks	• Translators and facilities of languages	• Testing and evaluation and conclusions
	• Network topologies, protocols and layers	• Data representation	
	• System security		
	• System software		
	• Ethical, legal, cultural and environmental concerns		