The Hyndburn Academy

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GCSE Computer Science

Key Stage 4

Year 10

Key

- Year 11 Mock Exams
- Mid-Year assessments
- Paper 1 Mock

1.1. Systems Architecture

1.2 Memory and storage 1

1.3 and 1.4 Networks and network security

2.1 and 2.2 Algorithms and programming 1

1.5 Systems software

1.6 Ethical, legal, cultural and environmental impacts of digital technology

Year 11

1.2 Memory and storage 2

2.1 and 2.2 Algorithms and programming 2

2.3 Producing robust programs

2.4 Boolean logic

2.5 Programming languages

Exam Revision

WHERE NEXT?

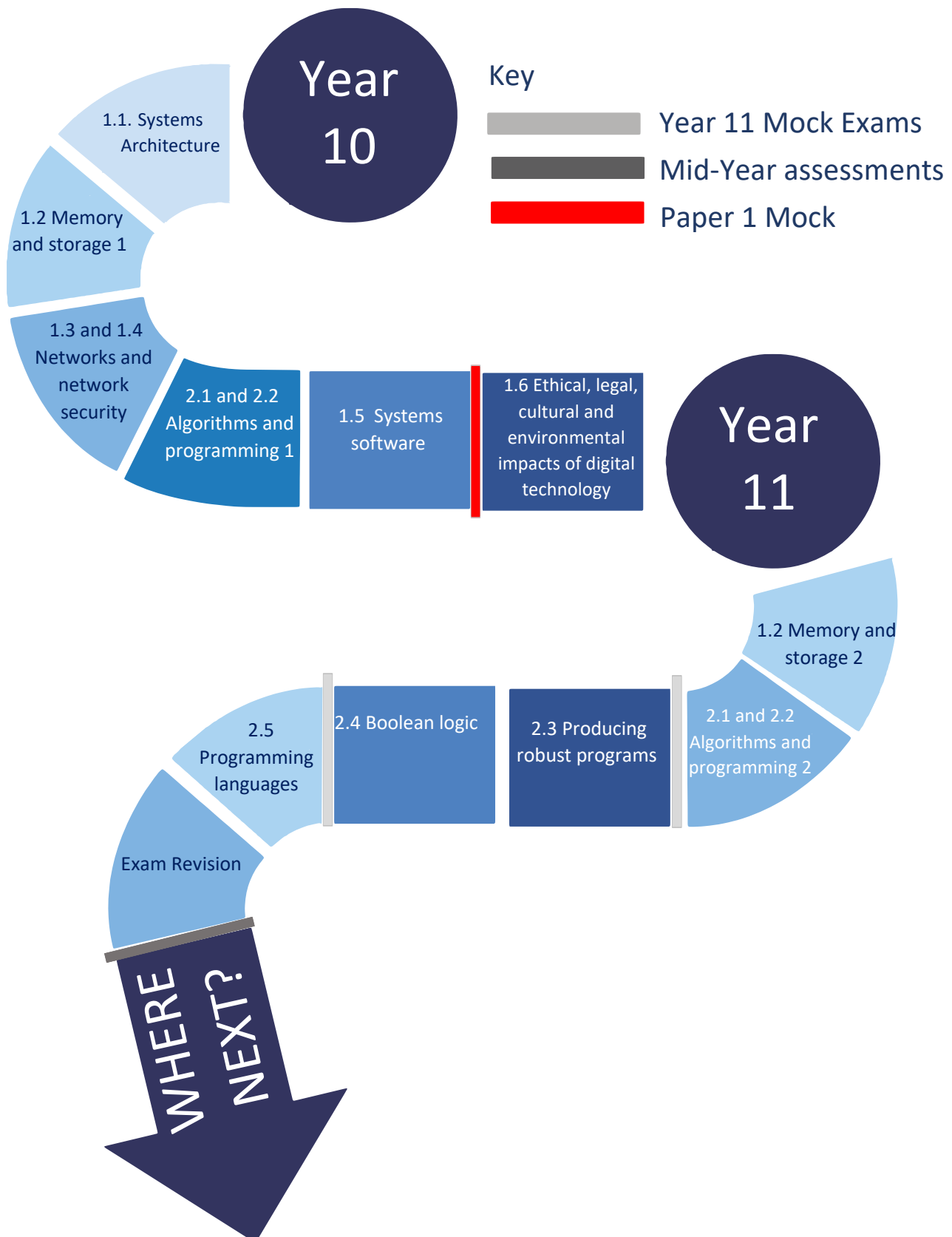# GCSE COMPUTER SCIENCE

Key Stage 4 – Year 10

UNIT	KEY THEMES OF EACH LESSON
Component 1 Examination content Knowledge and understanding 50% of course content	**1.1 Systems Architecture** 1.1.1 Architecture of the CPU 1.1.2 CPU Performance 1.1.3 Embedded systems **1.2 Memory and storage** 1.2.1 Primary storage (Memory) 1.2.2 Secondary storage 1.2.3 Units **1.3 Computers networks, connections and protocols** 1.3.1 Networks and topologies 1.3.2 Wired and wireless networks, protocols and layers
	Mid-Year Assessment
Component 2 Examination content Knowledge and understanding 50% of course content	**2.1 Algorithms** 2.1.1 Computational thinking 2.1.2 Designing, creating and refining algorithms 2.1.3 Searching and sorting algorithms **2.2 Programming fundamentals** 2.2.1 Programming fundamentals 2.2.2 Data types 2.2.3 Additional programming techniques
Component 1 Examination content Knowledge and understanding 50% of course content	**1.4 Network security** 1.4.1 Threats to computer systems and networks 1.4.2 Identifying and preventing vulnerabilities **1.5 Systems software** 1.5.1 Operating systems 1.5.2 Utility software
	End of Year Assessment

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UNIT	KEY THEMES OF EACH LESSON
Component 1 Examination content Knowledge and understanding 50% of course content	**1.2 Memory and storage** 1.2.4 Data storage 1.2.5 Compression **1.6 Ethical, legal, cultural and environmental impacts of digital technology** 1.6.1 Ethical, legal, cultural and environmental impact
	Mid-Year Assessment
Component 2 Examination content Knowledge and understanding 50% of course content	**2.3 Producing robust programs** 2.3.1 Defensive design 2.3.2 Testing **2.4 Boolean logic** 2.4.1 Boolean logic **2.5 Programming languages and Integrated Development Environments** 2.5.1 Languages 2.5.2 The Integrated Development Environment (IDE)
	End of Year Assessment

The unit number "11" appears in the left column.