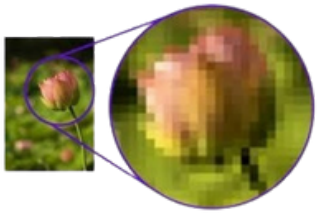
Computer Science (Year 11)

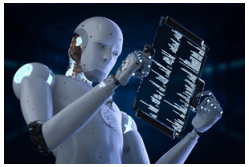
Curriculum Map 2026 - 2027

Practical & Theory GCSE Exams

Revision for Theory Exam

Revision for Practical Exam





Practical & Theory Assessment

Year 11 Term 3

AI Robotics, Data Protection & Computer Misuse Acts

AI, machine learning & robotics 1
AI, machine learning & robotics 2
Personal data
Privacy & ownership
Data protection legislation

Data Structures - Two Dimensional - Flow Charts

Data structures (two dimensional)
Sub programs (local, global, procedures, functions)
Problem solving
Trace tables, errors
Problem solving, testing with data

Practical & Theory Assessment

Sound, Bitmaps, Compression

Bitmaps - how graphics are stored using binary.
Sound - how sounds are stored using binary.
Compression - lossy and lossless

Data Structures - One Dimensional, Errors

Data types, string manipulation and validation
Data structures (one dimensional)
Trace tables
Errors
Problem solving

Year 11 Term 2

Practical & Theory Assessment

Sub programs, Libraries, Local vs Global Variables

Intro to programming
Subprograms
Local, global
Maths, time
Problem solving

Embedded Systems, Packets, TCP/Ip

Embedded systems
The Internet of Things
Packet switching
TCP / IP 1
TCP / IP 2

Practical & Theory Assessment

Trace Tables, Bubble Sort, Binary Search

Trace tables
Errors
Bubble sort
Binary search
Problem solving

Environmental Issues, Low/High Level Programs

Environmental impact: manufacture & use
Environmental impact: e-waste
Low-level & high-level languages
Translators
Intellectual Property

Year 11 Term 1