Computer Science Curriculum Map (Year 10)

Pearson / Edexcel (GCSE) [2022 - 2023]



Practical & Theory Assessment

Students are taken in small groups to look at PC components and with support from IT technicians they build a gaming PC.

Networks

LANs & WANs Networks speed Connectivity Wired v. wireless Network topologies

Turtle introduction, pens, and lines Turtle movement. coordinates, polygons, subprograms Turtle pens, colours, filling, and circle Turtle combining subprograms, layers Turtle big problem

Practical & Theory

Assessment

Malware, hackers, social engineering

Malware & antimalware Hackers Social engineering Data level protection Robust software



Merge sort Reading files String processing Writing files Authentication



Lists, Procedures,

One-dimensional lists for loops, range function Procedures Functions Subprograms

Functions

CPU, RAM, Secondary

Stored program concept Fetch-decode-execute Fetch-decode-execute 2 Secondary storage 1 Secondary storage 2



Practical &

Theory

Assessment

Year 10 - Term 3

dimensional Lists, Validation, Linear searches.

string.format() Two-dimensional lists Validation Linear search (one-dimensional) Linear search (two-dimensional)



Operating system OS: File management OS: Process management OS: Peripheral & user management Utility software

Practical & Theory



Year 10 – Term 2



2's compliment, binary shifts, hexadecimal

Two's complement 2 Logical binary shifts Arithmetic binary shifts Hexadecimal

String manipulation, Selection, Iteration

String manipulation, string methods if, if else, relational operators if elif else, readability Boolean operators Repetition (while)

Practical & Theory Assessment Binary

Binary Unsigned integers Binary arithmetic Two's complement 1

Intro to programming

Introduction to programming Decomposition algorithms Data types, variables Input and integer functions, debugging tools Flow charts

Year 10 - Term 1