

Computer Science	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 10	1.1 Systems architecture <ul style="list-style-type: none"> ✓ Architecture of the CPU ✓ CPU performance ✓ Embedded systems 	2.1 Algorithms <ul style="list-style-type: none"> ✓ Computational Thinking ✓ Designing, creating and refining algorithms Searching and sorting algorithms		2.2 Programming fundamentals <ul style="list-style-type: none"> ✓ Programming fundamentals ✓ Data types Additional programming techniques	2.3 Producing robust programs <ul style="list-style-type: none"> ✓ Defensive design ✓ Testing 2.5 Programming languages And Integrated Development Environment. <ul style="list-style-type: none"> ✓ Language ✓ The Integrated Development Environment. 2.4 Boolean logic <ul style="list-style-type: none"> ✓ Boolean Logic 	
Year 11	1.2 Memory and Storage <ul style="list-style-type: none"> ✓ Primary storage ✓ Secondary storage ✓ Units ✓ Data storage ✓ Compression 1.5 System software <ul style="list-style-type: none"> ✓ Operating systems ✓ Utility software 	1.3 Computer networks, connections and protocols <ul style="list-style-type: none"> ✓ Networks and topologies Wired and wireless networks, protocols and layers	Programming Project 1,6 Ethical, legal, cultural and environmental impacts of digital technology <ul style="list-style-type: none"> ✓ Ethical, legal and environmental impact 		1.4 Network security <ul style="list-style-type: none"> ✓ Threats to computer systems and networks ✓ Identifying and preventing vulnerabilities 	Revision All units from Paper 1 & 2 recap (except 1.6)