



ST. CATHERINE'S COLLEGE

A CHURCH OF ENGLAND ACADEMY

Learning overview for (subject): Computer Science			Year group: 11	
Term	Key topics / scheme of work	What most pupils will learn (Prior assessment may alter starting point & content)	Key skills used	How will this learning be assessed?
Term 1	Network recap Iteration Additional programming techniques	Revisit benefits of networks, layers and packets Extended for and while loops. The use of arrays when solving problems, including both one-dimensional (1D) and two-dimensional arrays (2D). How to use sub programs (functions and procedures) to produce structured code.	Predicting outcomes & modifying code. Python skills.	Broadsheets, quizzes, GCSE questions.
Term 2	Logic gates Additional programming techniques	Use of gates and Boolean logic, AND, NOT and OR gates The use of basic file handling operations: Open, read, write and close. Random number generation.	Exploring the use of different gates Python skills.	In-lesson recaps, table completion, end of unit test.
Term 3	IDEs & high and low languages Practical programming skills	Useful IDE built-in features, the difference between high and low level languages. Students will complete a programming task where they will use their skills to design, write, test and refine code.	Exploring and recognising features of an IDE. Python skills.	Past GCSE questions





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Term 4	Revision	Students will use broadsheets, Seneca, Educake, workbook revision guides, past GCSE questions.		
Term 5	Revision			

