Curriculum Overview: Year 11 Computer Science

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic 2.1 Algorithms 2.2 Programming fundamentals	**Topic** 2.3 Producing robust programs 2.2 Programming fundamentals	**Topic** 2.4 Boolean logic	**Topic** 2.5 Translators Paper 2 revision	**Topic** Paper 1/2 revision	**Topic** N/A
Links to prior learning KS3 Programming I, II and III **Stretch and Challenge Enquiry** How do you program iteration using flowcharts?	**Links to prior learning** KS3 Programming I, II and III 2.2 Programming fundamentals **Stretch and Challenge Enquiry** What is appropriate test data?	**Links to prior learning** KS3 Computer Science I, II and III 2.1 Algorithms 2.2 Programming fundamentals **Stretch and Challenge Enquiry** How do you program using subroutines?	**Links to prior learning** 1.1 System architecture **Stretch and Challenge Enquiry** How can you link this to the Little Man Computer knowledge from 1.1?	**Links to prior learning** 1.1,1.2,1.3,1.4,1.5,1.6 2.1,2.2,2.3,2.4,2.5 **Stretch and Challenge Enquiry** How can you answer exam questions using OCR reference language?	**Links to prior learning** **Stretch and Challenge Enquiry**

Equipment Needed		Wider Reading		Family activities	
Programming challenges Idle Google Classroom A device to be able to program on (CGP GCSE Computer Science 9-1 Revision)		ClearRevise OCR Computer Science J277 OCR GCSE (9-1) J277 Computer Science (S Robinson,2020)		Ask your child to discuss or show you some of the programs they have created. Encourage your child to develop a growth mind-set and accept mistakes as part of the learning process. If you have a PC or laptop and can access the following website to program https://www.tutorialspoint.com/compilers/online-python-compiler.htm Or download the free Python software; students can work on their programming skills. Video tutorials to watch here	