

Computer Science
Year 11 curriculum map



Year 11	T1	T2	T3	T4	T5	T6
Content / Topic for Term	2.1 Algorithms 2.2 Programming fundamentals	2.3 Producing robust programs 2.4 Boolean logic 2.5 Programming languages and integrated development environments	Revision Paper 1 Computer systems	Revision Paper 1 continued Paper 2	Revision Paper 2 continued Four weeks to exam	
Key Knowledge for acquisition, recall and application in assessment or exam	Computational thinking Designing, creating and refining algorithms Searching and sorting algorithms Programming fundamentals	Data types Additional programming techniques Defensive design Testing Boolean logic Languages The Integrated Development Environment (IDE)	1.1 Systems architecture 1.2 Memory and storage 1.3 Computers networks, connections and protocols	1.4 Network security 1.5 Systems software 1.6 Ethical, legal, cultural and environmental impacts of digital technology 2.1 Algorithms 2.2 Programming fundamentals	2.3 Producing robust programs 2.4 Boolean logic 2.5 Programming languages and Integrated Development Environments	
Key skills to apply in assessment or exam	Demonstrate and apply knowledge and understanding of the key concepts and principles of Computer Science	Demonstrate and apply knowledge and understanding of the key concepts and principles of Computer Science	Demonstrate and apply knowledge and understanding of the key concepts and principles of Computer Science	Demonstrate and apply knowledge and understanding of the key concepts and principles of Computer Science	Demonstrate and apply knowledge and understanding of the key concepts and principles of Computer Science	

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Title of Knowledge Organiser	2.1 Algorithms 2.2 Programming fundamentals	2.3 Producing robust programs 2.4 Boolean logic 2.5 Programming languages and Integrated Development Environments	N/A	N/A	N/A	
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