

GCSE AQA Computer Science

Year 10 Overview

Theory	Practical
Term 1	
What is a Computer System?	Computational Thinking
Purpose of CPU and Components	Flowcharts
Von Neumann Architecture and Fetch Execute Cycle	Pseudocode
Common Characteristics and Performance	Algorithms
Embedded Systems	
Purpose of ROM and RAM	
Flash Memory and Virtual Memory	
Term 2	
Storage	Programming Techniques
Computational Logic	Producing Robust Programs
Algorithms	
Term 3	
Systems Software	Programming Techniques
Networks	Producing Robust Programs
Term 4	
Data Representation	Programming Development
Term 5	
Network Topologies, Protocols and Layers	Coding Challenges
Term 6	
Translators and Facilities	Coding Challenges
	Python and Tkinter

Year 11 Overview

Theory	Practical
Term 1	
Legal, Environmental, Ethical and Cultural Issues	Programming Techniques
Stakeholder Considerations	Analysis and Design
	Development
	Testing and Evaluation
Term 2 and 3	
Non Examined Assessment Project (NEA)	Programming Techniques
Term 4	
System Security	Programming Techniques
Revision	SQL

Sending every young person into the world able and qualified