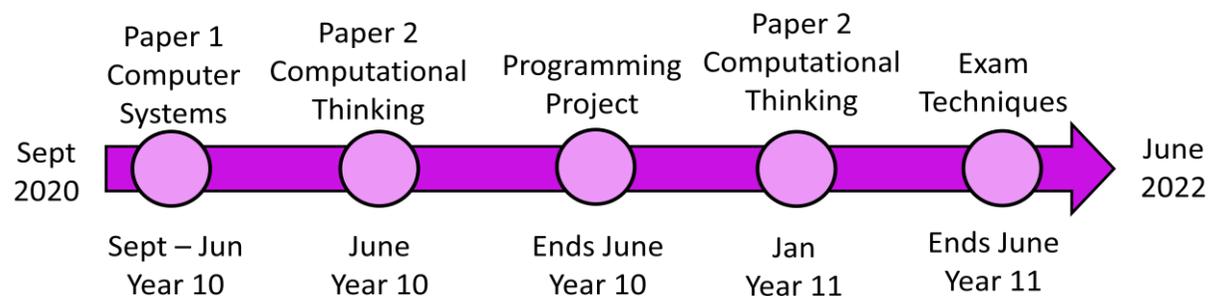


Computer Science Year 10 & 11 Learning Map



				Units of Work		
				Computer Systems Paper 1	Computational Thinking Paper 2	Programming Project
Lessons	Systems Architecture			• Algorithms		• Programming techniques
	• Memory			• Programming techniques		• Analysis
	• Storage			• Producing robust programs • Computational logic		• Design • Development
	• Wired and wireless networks			• Translators and facilities of languages		• Testing and evaluation and conclusions
	• Network topologies, protocols and layers			• Data representation		
	• System security					
	• System software					
• Ethical, legal, cultural and environmental concerns						