Alderman White School
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Computer Science Department Curriculum Intent
Key Stage 4 2020 -21

Year 10 CS	Autumn Term	SpringTerm	Summer Term
Topics	**Computer systems (01)** ● Systems Architecture • Memory • Storage • Wired and wireless network	**Computer systems (01)** ● Ethical, legal, cultural and environmental concerns ● Computer systems • Network topologies, protocols and layers • System security • System software	**Programming Project (20hrs)** • Programming techniques • Analysis • Design • Development • Testing and evaluation and conclusions
Assessment	● Continual in class assessments ● Use of knowledge organisers ● Pre exam practice with mock exams	● Continual in class assessments ● Use of knowledge organisers ● Pre exam practice with mock exams	● Completed work assessed and moderated across different centres ● Continual in class assessments ● Use of knowledge organisers ● Pre exam practice with mock exams
Resources			

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Year 10 iMedia	Autumn Term	SpringTerm	Summer Term
Topics	RO81 - Pre Production content: ● Mood boards ● Mind Maps ● Visualisation diagrams ● Cameras / Lighting ● Storyboards ● Scripts ● File formats RO81 - Pre Production planning: ● Planning pre production ● Work plans ● Research	RO81 - Pre Production planning: ● Hardware and Software ● Legislation for assets ● Legislation for production RO82 - Understanding and planning graphics: ● Digital graphics and purpose ● Design and layout ● Files and formats ● Asset and resources ● Legislation RO82 - Create and review graphics: Creation of graphics using Photoshop / Photopea.	RO82 - Create and review graphics: Creation of graphics using Photoshop / Photopea. Revision of RO81 for External exam
Assessment	Homework sheets End of topic tests	Homework sheets End of topic tests	Hand in of RO82
Resources	PG online	PG online	PG online

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Year 11 CS	Autumn Term	SpringTerm	Summer Term
Topics	Computational thinking, algorithms and programming (02) • Algorithms • Programming techniques • Producing robust programs	Computational thinking, algorithms and programming (02) ● Computational logic • Translators and facilities of languages • Data representation Revision of paper 1 and paper 2 topics	
Assessment	● Continual in class assessments ● Use of knowledge organisers ● Pre exam practice with mock exams	● Continual in class assessments ● Use of knowledge organisers ● Pre exam practice with mock exams	
Resources			

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Computer Science Department Curriculum Intent
Key Stage 4 2020 -21

Year 11 iMedia	Autumn Term	SpringTerm	Summer Term
Topics	**R087 - Creating interactive multimedia product:** LO1 Understand the uses and properties of interactive multimedia products LO2 Be able to plan interactive multimedia products LO3 Be able to create interactive multimedia products LO4 Be able to review interactive multimedia products **R081: Resit of the exam** Revision and recap of skills and knowledge.	**R091 Designing a game concept:** LO1 Understand digital game types and platforms LO2 Be able to plan a digital game concept LO3 Be able to design a digital game proposal LO4 Be able to review a digital game proposal	**RO81:** Recap of the skills and knowledge for Y11 exam if needed.
Assessment			
Resources			