



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
12	<u>COMP 1: Computer Architecture</u> <u>Knowledge and skills</u> 1.1.1 Structure and function of the processor (6) 1.1.2 Types of processor (6) 1.1.3 Input, output and storage (6) <u>COMP 2: Programming & Computational thinking</u> <u>Knowledge and skills</u> 2.2.1 Programming techniques (10) (CL) 2.1.1 Thinking abstractly (4)	<u>COMP 1: Computer Systems</u> <u>Knowledge and skills</u> 1.2.3 Software Development (6) 1.3.2 Databases (6) 1.3.3 Networks (6) <u>COMP 2: Programming & Computational thinking</u> <u>Knowledge and skills</u> 2.2.1 Programming techniques (8) (CL) 2.1.2 Thinking ahead (4)	<u>COMP 1: The Web.</u> <u>Knowledge and skills</u> 1.3.4 Web Technologies (7) <u>COMP 2: OOP and Computational thinking</u> <u>Knowledge and skills</u> 2.2.1 Programming techniques (5) (OOP) 2.1.3 Thinking procedurally (4) 2.1.4 Thinking logically (4)	<u>COMP 1: Issues and the Law</u> <u>Knowledge and skills</u> 1.5.1 Computing related legislation (5) 1.5.2 Moral and ethical Issues (5) <u>COMP 2: OOP and Computational thinking</u> <u>Knowledge and skills</u> 2.1.5 Thinking concurrently (4) 2.2.1 Programming techniques (10) (OOP)	<u>COMP 1: Data Structures</u> <u>Knowledge and skills</u> 1.4.2 Data Structures (5) <u>COMP 2/3: Project planning</u> <u>Knowledge and skills</u> 2.2.2 Computational methods (10) 2.3.1 Standard Algorithms (7)	<u>COMP 1: Revision and prep.</u> <u>Knowledge and skills</u> No new knowledge and skills will be taught, revision exercises will take place. (5) <u>COMP 2/3 - Project</u> <u>Knowledge and skills</u> 3.1. Analysis of the problem – The project will be started here. (12)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
13	<u>COMP 1: Software</u> <u>Knowledge and skills</u> 1.2.1 Systems Software (8) 1.2.2 Applications Generation (6) <u>COMP 2: Recap</u> <u>Knowledge and skills</u> 1.2.3 Software Development recap – prep for the remainder of the project (4) <u>COMP 3: Project (design stage)</u> <u>Knowledge and skills</u> 3.2 Design of the solution (10)	<u>COMP 1: Encryption and compression</u> <u>Knowledge and skills</u> 1.2.4 Types of Programming Language (8) – Theory for the Comp1 exam 1.3.1 Compression, Encryption and Hashing (6) <u>COMP 2: Revision</u> <u>Knowledge and skills</u> No new knowledge and skills will be taught, revision exercises will take place. (5) <u>COMP 3: Project (development stage)</u> <u>Knowledge and skills</u> 3.3 Developing the solution (15)	<u>COMP 1: Algebra</u> <u>Knowledge and skills</u> 1.4.1 Data Types (4) 1.4.3 Boolean Algebra (8) <u>COMP 2: Algorithms</u> <u>Knowledge and skills</u> 2.3.1 Algorithms (complex) (10) <u>COMP 3: Project (evaluation and completion)</u> <u>Knowledge and skills</u> 3.4 Evaluation (8)	All knowledge and skills will be completed by this stage. Students will complete personalised revision addressing their weaker topic areas. This is to ensure they are completely ready for their A level examinations.	All knowledge and skills will be completed by this stage. Students will complete personalised revision addressing their weaker topic areas. This is to ensure they are completely ready for their A level examinations.	External A level exams