

CAMPUS CALENDAR 2020-21
Faculty of Business, Computer Science and ICT - KS4 - Year 10

26 Aug - 30 Aug	1	
02 Sep - 06 Sep	2	
09 Sep - 13 Sep	3	<u>Topics for this half-term:</u>
16 Sep - 20 Sep	4	<ul style="list-style-type: none"> • Algorithms • Programming • Pseudocode • Flow charts
23 Sep - 27 Sep	5	<u>Assessment 1:</u>
30 Sep - 04 Oct	6	Week Beginning: 30th September
07 Oct - 11 Oct	7	Topics: Partial 2.1 and 2.2
14 Oct - 18 Oct		Mid Term Break
21 Oct - 25 Oct	8	
28 Oct - 01 Nov	9	<u>Topics for this half-term:</u>
04 Nov - 08 Nov	10	<ul style="list-style-type: none"> • Binary • Hexadecimal • ASCII and Unicode • Images • Sound • Compression • Levels of programming • Translators
11 Nov - 15 Nov	11	
18 Nov - 22 Nov	12	<u>Assessment 2:</u>
25 Nov - 29 Nov	13	Week Beginning: 25th November
02 Dec - 06 Dec	14	Topics: 2.5, 2.6
09 Dec - 13 Dec	15	<u>Topics for this half-term:</u>
16 Dec - 20 Dec	16	<ul style="list-style-type: none"> • Storage • Types of memory • CPU • Von Neumann • Embedded systems • Operating Systems
23 Dec - 27 Dec		Christmas & New Year Break
30 Dec - 03 Jan		
06 Jan - 10 Jan	17	
13 Jan - 17 Jan	18	<u>Topics for this half-term:</u>
20 Jan - 24 Jan	19	<ul style="list-style-type: none"> • Logic gates • Boolean algebra
27 Jan - 31 Jan	20	<u>Assessment 3:</u>
03 Feb - 07 Feb	21	Week Beginning: 30th January
10 Feb - 14 Feb	22	Topics: 1.1, 1.2, 1.3, 2.4
17 Feb - 21 Feb		<u>Topics for this half-term:</u>
24 Feb - 28 Feb	23	<ul style="list-style-type: none"> • Network performance • Client server vs Peer to peer • The internet
02 Mar - 06 Mar	24	Mid Term Break
09 Mar - 13 Mar	25	<u>Topics for this half-term:</u>
16 Mar - 20 Mar	26	<ul style="list-style-type: none"> • WiFi • Layers and protocols
		<u>Assessment 4:</u>
		Week Beginning: 2nd March
		Topics: 1.4, 1.5
		<u>Topics for this half-term:</u>
		<ul style="list-style-type: none"> • Threats to networks • Preventing vulnerabilities • Sorting algorithms

23 Mar - 27 Mar	27	<ul style="list-style-type: none"> • Searching algorithms • SQL
30 Mar - 03 Apr	28	Assessment 5: Week Beginning: 30th March Topics: 1.6, 2.1 remainder, 2.2 remainder
06 Apr - 10 Apr		Easter Break
13 Apr - 17 Apr		
20 Apr - 24 Apr	29	Topics for this half-term: <ul style="list-style-type: none"> • Ethics and computing • Stakeholders • Open source vs Proprietary software • Laws • Robust programming • Programming practice
27 Apr - 01 May	30	
04 May - 08 May	31	
11 May - 15 May	32	
18 May - 22 May	33	
25 May - 29 May		
01 Jun - 05 Jun	34	Topics for this half-term: <ul style="list-style-type: none"> • Practice questions • Exam technique Assessment: Mock papers on both Paper 1 and Paper 2
08 Jun - 12 Jun	35	
15 Jun - 19 Jun	36	
22 Jun - 26 Jun	37	
29 Jun - 03 Jul	38	
06 Jul - 10 Jul	39	

Course Information

<u>Course Structure</u>	<p>The course is assessed through 100% Exam</p> <p>At the end of Year 11 you will sit 2 exams</p>
<u>Assessment</u>	<p>You will be assessed at 6 points throughout the year. The assessments will be formed of past exam-style content and will be graded with GCSE grades.</p> <p>Each assessment will be mostly focussed on the topic you have been studying; however, some of the questions will be interleaved (questions from other topics) making it vital that you always revisit topics over and over again as part of your 20:20:20 homework.</p>
<u>Feedback</u>	<ol style="list-style-type: none"> 1. You complete the assessment 2. Your teacher will mark the work, giving you strengths that reinforce the positives in your work and targets that directly show you how to improve. 3. Your work will be returned to you and you will fill in a STAR Reflection sheet to help you engage with the feedback and identify how you will improve for next time 4. After reading the detailed feedback your teacher has provided you with, you will improve a part of your work using an

	<p>improvement flap which will be stapled over the initial piece of work so you can visually see the progress you have made</p> <p>5. Your assessments will be placed into assessment folders for the subject</p>								
<u>Assessment Objectives</u>	<table border="1"> <thead> <tr> <th></th> <th><u>How do I demonstrate this in my work</u></th> </tr> </thead> <tbody> <tr> <td><u>AO1</u></td> <td>Demonstrate knowledge and understanding of the key concepts and principles of Computer Science.</td> </tr> <tr> <td><u>AO2</u></td> <td>Apply knowledge and understanding of key concepts and principles of Computer Science.</td> </tr> <tr> <td><u>AO3</u></td> <td>Analyse problems in computational terms: <ul style="list-style-type: none"> - to make reasoned judgements - to design, program, evaluate and refine solutions </td> </tr> </tbody> </table>		<u>How do I demonstrate this in my work</u>	<u>AO1</u>	Demonstrate knowledge and understanding of the key concepts and principles of Computer Science.	<u>AO2</u>	Apply knowledge and understanding of key concepts and principles of Computer Science.	<u>AO3</u>	Analyse problems in computational terms: <ul style="list-style-type: none"> - to make reasoned judgements - to design, program, evaluate and refine solutions
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<u>Study Materials</u>	<ul style="list-style-type: none"> ● Knowledge Organisers ● CGP Revision Guide ● Google Classroom ● Craig 'n' Dave YouTube channel ● Quizlet ● BBC Bitesize 								
<u>Class Work</u>	<p>You will each be given a ring binder and dividers for this course. You should file away worksheets after the lesson in the correct section. Please do not deface the ring binders in any way or we may charge you for a new one.</p>								