CAMPUS CALENDAR 2021-22
Faculty of Business, Computer Science and ICT - KS4 - Year 10

Dates	Week	Content
26 Aug - 30 Aug	1	
02 Sep - 06 Sep	2	**Topics for this half-term:** ● **Algorithms** ● **Programming** ● **Pseudocode** ● **Flow charts**
09 Sep - 13 Sep	3	
16 Sep - 20 Sep	4	
23 Sep - 27 Sep	5	**Assessment 1:** Week Beginning: 30th September Topics: Partial 2.1 and 2.2
30 Sep - 04 Oct	6	
07 Oct - 11 Oct	7	
14 Oct - 18 Oct		**Mid Term Break**
21 Oct - 25 Oct	8	
28 Oct - 01 Nov	9	**Topics for this half-term:** ● **Binary** ● **Hexadecimal** ● **ASCII and Unicode** ● **Images** ● **Sound** ● **Compression** ● **Levels of programming** ● **Translators**
04 Nov - 08 Nov	10	
11 Nov - 15 Nov	11	
18 Nov - 22 Nov	12	**Assessment 2:** Week Beginning: 25th November Topics: 2.5, 2.6
25 Nov - 29 Nov	13	**Topics for this half-term:** ● **Storage** ● **Types of memory** ● **CPU** ● **Von Neumann** ● **Embedded systems** ● **Operating Systems**
02 Dec - 06 Dec	14	
09 Dec - 13 Dec	15	
16 Dec - 20 Dec	16	
23 Dec - 27 Dec		**Christmas & New Year Break**
30 Dec - 03 Jan		
06 Jan - 10 Jan	17	
13 Jan - 17 Jan	18	**Topics for this half-term:** ● **Logic gates** ● **Boolean algebra**
20 Jan - 24 Jan	19	**Assessment 3:** Week Beginning: 30th January Topics: 1.1, 1.2, 1.3, 2.4
27 Jan - 31 Jan	20	**Topics for this half-term:** ● **Network performance** ● **Client server vs Peer to peer** ● **The internet**
03 Feb - 07 Feb	21	
10 Feb - 14 Feb	22	
17 Feb - 21 Feb		**Mid Term Break**
24 Feb - 28 Feb	23	**Topics for this half-term:** ● **WiFi** ● **Layers and protocols**
02 Mar - 06 Mar	24	**Assessment 4:** Week Beginning: 2nd March Topics: 1.4, 1.5
09 Mar - 13 Mar	25	**Topics for this half-term:** ● **Threats to networks** ● **Preventing vulnerabilities** ● **Sorting algorithms**
16 Mar - 20 Mar	26	

23 Mar - 27 Mar	27	• **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		
27 Apr - 01 May	30		
04 May - 08 May	31	**Topics for this half-term:** • **Ethics and computing** • **Stakeholders** • **Open source vs Proprietary software** • **Laws** • **Robust programming** • **Programming practice**	
11 May - 15 May	32		
18 May - 22 May	33		
25 May - 29 May		**Mid Term Break**	
01 Jun - 05 Jun	34		
08 Jun - 12 Jun	35		
15 Jun - 19 Jun	36	**Topics for this half-term:** • **Practice questions** • **Exam technique** **Assessment:** Mock papers on both Paper 1 and Paper 2	
22 Jun - 26 Jun	37		
29 Jun - 03 Jul	38		
06 Jul - 10 Jul	39		

Course Information

Course Structure	The course is assessed through 100% Exam At the end of Year 11 you will sit 2 exams
Assessment	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. 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.
Feedback	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

	improvement flap which will be stapled over the initial piece of work so you can visually see the progress you have made
	5. Your assessments will be placed into assessment folders for the subject
Assessment Objectives	

	How do I demonstrate this in my work
AO1	Demonstrate knowledge and understanding of the key concepts and principles of Computer Science.
AO2	Apply knowledge and understanding of key concepts and principles of Computer Science.
AO3	Analyse problems in computational terms: - to make reasoned judgements - to design, program, evaluate and refine solutions

Study Materials	● Knowledge Organisers ● CGP Revision Guide ● Google Classroom ● Craig 'n' Dave YouTube channel ● Quizlet ● BBC Bitesize
Class Work	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.