Week	No.	Content
23 Aug - 27 Aug	1	**Paper 1 topics for this half-term:** • **Recursive techniques**
30 Aug - 03 Sept	2	• **Object oriented programming** • **Implementing stacks and queues**
06 Sept - 10 Sept	3	**Paper 1 assessments this half-term:**
13 Sept - 17 Sept	4	• **Paper 1 assessment 1 - recursive techniques and OOP**
20 Sept - 24 Sept	5	**Paper 2 topics fo this half-term:** • **Revision of number systems, bases and binary**
27 Sept - 01 Oct	6	• **Revision of data representation** • **Hardware and software**
04 Oct - 08 Oct	7	• **High and low level languages** • **Translators** • **Boolean algebra and truth tables** • **Internal and external hardware**
11 Oct - 15 Oct	8	**Paper 2 assessments this half-term:** • **Paper 2 assessment 1 - data representation** • **Paper 2 assessment 2 - all topics covered in the term**
18 Oct - 22 Oct		**Mid Term Break**
25 Oct - 29 Oct	9	**Paper 1 topics for this half-term:** • **More on implementing stacks**
01 Nov - 05 Nov	10	• **Implementing graphs**
08 Nov - 12 Nov	11	• **Implementing binary search trees** • **Implementing hash tables**
15 Nov - 19 Nov	12	• **Dictionaries**
22 Nov - 26 Nov	13	• **Vectors**
29 Nov - 03 Dec	14	• **Graph traversal** • **Tree traversal**
06 Dec - 10 Dec	15	• **Reverse polish**
13 Dec - 17 Dec	16	**Paper 1 assessments this half-term:** • **Paper 1 assessment 2 - abstract data types** **Paper 2 topics fo this half-term:** • **More on architecture and assembly language** • **More on consequences of computing** **Paper 2 assessments this half-term:** • **Paper 2 assessment 3 - all topics covered this year** • **Paper 2 assessment 4 - consequences of computing**
20 Dec - 24 Dec	17 a	**Christmas & New Year Break**
27 Dec - 31 Dec		
03 Jan - 07 Jan	17 b	**Paper 1 topics for this half-term:** • **Work on skeleton program**
10 Jan - 14 Jan	18	

17 Jan - 21 Jan	19	**Paper 1 assessments this half-term:** ● **Paper 1 assessment 3 - hand tracing with abstract data types** ● **Paper 1 assessment 4 - section C questions**
24 Jan - 28 Jan	20	
31 Jan - 04 Feb	21	**Paper 2 topics fo this half-term:** ● **Networking** ● **The Internet** ● **More on Databases**
07 Feb - 11 Feb	22	**Paper 2 assessments this half-term:**
14 Feb - 18 Feb		Mid Term Break
21 Feb - 25 Feb	23	**Paper 1 topics for this half-term:**
28 Feb - 04 Mar	24	
07 Mar - 11 Mar	25	**Paper 1 assessments this half-term:**
14 Mar - 18 Mar	26	**Paper 2 topics fo this half-term:**
21 Mar - 25 Mar	27	
28 Mar - 01 Apr	28	**Paper 2 assessments this half-term:**
04 Apr - 08 Apr	29	
11 Apr - 15 Apr		Easter Break
18 Apr - 22 Apr		
25 Apr - 29 Apr	30	**Paper 1 topics for this half-term:** ● **More complex data structures including hash tables and stacks** ● **Classification of algorithms**
02 May - 06 May	31	
09 May - 13 May	32	**Paper 1 assessments this half-term:** ● **Paper 1 assessment 5 - finite state machines** ● **Paper 1 assessment 6 - AS paper 1 mock section A only**
16 May - 20 May	33	**Paper 2 topics fo this half-term:** ● **Revision of all topics covered so far**
23 May - 27 May	34	**Paper 2 assessments this half-term:** ● **Paper 2 assessment 5 - databases** ● **Paper 2 assessment 6 - AS paper 2 mock full paper**
30 May - 03 June		Mid Term Break
06 June - 10 June	35	**NEA** ● **Intro to Tkinter and sqlite3** ● **Decide on a project**
13 June - 17 June	36	

20 June - 24 June	37	● **Complete Analysis section of NEA**
27 June - 01 July	38	
04 July - 08 July	39	

Course Information

Course Structure	The course is assessed through two exams and coursework (NEA). Paper 1 is worth 40% Paper 2 is worth 40% NEA is worth 20% You will hand your coursework in before the Easter break in year 13. You will sit both papers at the end of year 13. Paper 1 is a programming paper that you will do using a computer. Paper 2 is a written paper.
Assessment	You will be assessed at 6 points throughout the year for both papers. The assessments will be formed of past exam-style content and will be graded with A level 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.
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 a purple pen. 5. Your assessments will be placed into assessment folders for the subject
Assessment Objectives	

	How do I demonstrate this in my work	**Overall weighting**
AO1	Demonstrate knowledge and understanding of the principle concepts of computer science, including abstraction, logic, algorithms and data representation. This is largely tested in paper 2 and a little in paper 1.	30%
AO2	Apply knowledge and understanding of the principles and concepts of computer science, including to analyse problems in computational terms. This is tested in both papers and a little in the NEA.	30%
AO3	Design, program and evaluate computer systems that solve problems, making reasoned judgements about these and presenting conclusions.This is tested largely in paper 1 and the NEA and a little in paper 2.	40%

Study Materials	● Knowledge Organisers ● Course companions available through the college. ● Google Classroom ● Craig 'n' Dave YouTube channel ● AQA specification, past papers and bank of exam questions ● Resources written by the team

| **Class Work** | You will need to provide a ring binder to keep your notes in. You will be given dividers with lists of all the topics for each section of the course. Your folders will be checked regularly to make sure you are making good quality notes and that your work is well organised. |