

CAMPUS CALENDAR 2022-23

Faculty of Business, Computer Science and ICT - KS4 - Computer Science - Year 11

1	Topics for this half-term:
2	<ul style="list-style-type: none"> • Open source and proprietary software • Laws • Ethical, legal, cultural, Environmental, and privacy issues
3	Assessment 1: Week: 3 Topics: 1.6
4	Topics for this half-term:
5	<ul style="list-style-type: none"> • Defensive design considerations • Maintaining code • Translators • Levels of languages • IDEs •
6	
7	Homework pages from the Blue KO for this half term: 25, 24, 23, 22, 43, 42
Mid Term Break	
8	Topics for this half-term:
9	<ul style="list-style-type: none"> • CPU and the Von Neumann architecture • Primary and Secondary storage • Embedded systems
10	Assessment 2: Week: 9 Topics: 2.3, 1.1
11	Topics for this half-term:
12	<ul style="list-style-type: none"> • Binary, Hexadecimal • ASCII and Unicode • Images, Sound • Compression
13	Full mock paper 1 and paper 2: Week: 12 Topics: All
14	Topics for this half-term:
15	<ul style="list-style-type: none"> • Testing • Programming practice
16	Homework pages from the Blue KO for this half term: 46, 2, 3, 4, 5, 8, 9, 10, 44
Christmas & New Year Break	
17	Topics for this half-term:
18	<ul style="list-style-type: none"> • Network performance • Client server vs Peer to peer • Topologies • The internet and WiFi • Layers and protocols • Operating Systems • Utility software • Abstraction, decomposition • Algorithmic thinking • Sorting and Searching algorithms • Data types and SQL • Boolean Algebra
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22	Assessment 3: Week: 22 Topics: 1.3, 1.4, 1.5, 2.1, 2.2, 2.3 Homework pages from the Blue KO for this half term: 45, 34, 39, 26, 37, 32
Mid Term Break	
23	Topics for this half-term:
24	<ul style="list-style-type: none"> • Programming constructs • Flowcharts • Pseudocode • Tarcetables
25	
26	Assessment 4: Week: 27 Topics: Programming Homework pages from the Blue KO for this half term: 15, 16, 17, 18
Easter Break	
27	Topics for this half-term:
28	<ul style="list-style-type: none"> • Long answer questions • Exam technique • Revision
29	

30	Assessment 5:
31	Week: 30
32	Topics: Long answer question
33	Homework pages from the Blue KO for this half term:
34	19, 20, 21, 27, 33, 38, 39
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Mid Term Break

Final Exams

Course Information

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