## **CAMPUS CALENDAR 2023-24**

	Faculty of Business, Computer Science and ICT - KS5 computer science - Year 12						
1	Paper 1 topics for this half-term:						
	• Programming basics						
2	<ul> <li>Implementing searching and sorting algorithms</li> </ul>						
3	Introduction to Data structures						
4	Paper 1 assessments this half-term:						
5	Paper 1 assessment 1 - simple hand tracing						
	Paner 2 tonics fo this half-term:						
6	• Number systems						
7	Number bases						
	• Units						
	Binary						
	Coding systems						
	Representation of data						
	Compression						
	Encryption						
	System software						
	Papar 2 according this half tarms						
	Paper 2 assessment 1 - representation of data						
	Mid Term Break						
8	Paper 1 topics for this half-term:						
	More complex data structures						
9	More complex algorithms						
10							
	Paper 1 assessments this half-term:						
11	Paper 1 assessment 2 -complex hand tracing						
12	• Paper 1 assessment 3 - trees						
	Paper 2 tonics fo this half-term:						
13	Classification of languages						
14	Classification of languages     Logic gates						
	Boolean algebra						
15	Internal hardware						
	Assembly language						
	External hardware						
	Consequences of using computers						
	Paner 2 assessments this half-term						
	Paper 2 assessment 2 - fundamentals of computer systems						
	<ul> <li>Paper 2 assessment 3 - topics from this half term</li> </ul>						
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	Christmas & New Year Break						
16	Paper 1 topics for this half-term:						
17	<ul> <li>More complex data structures including records</li> </ul>						
10	Recursive techniques						
18	<ul> <li>More complex algorithms including merge sort.</li> </ul>						

20 21	<ul> <li>Paper 1 assessments this half-term:</li> <li>Paper 1 assessment 4 - records</li> </ul>					
22	Paper 2 topics fo this half-term: <ul> <li>Communication</li> <li>Networking</li> </ul>					
	Paper 2 assessments this half-term: <ul> <li>Paper 2 assessment 4 - networking</li> </ul>					
	Mid Term Break					
23 24 25	<ul> <li>Paper 1 topics for this half-term:</li> <li>Theory of computation</li> <li>Regular languages</li> <li>Context free languages</li> </ul>					
26 27	<ul> <li>Paper 1 assessments this half-term:</li> <li>None this half term</li> </ul>					
	Paper 2 topics fo this half-term: • Databases • SQL					
	<ul> <li>Paper 2 assessments this half-term:</li> <li>None this half term</li> </ul>					
	Easter Break					
28 29	<ul> <li>Paper 1 topics for this half-term:</li> <li>More complex data structures including hash tables and stacks</li> <li>Classification of algorithms</li> </ul>					
30 31 32	<ul> <li>Paper 1 assessments this half-term:</li> <li>Paper 1 assessment 5 - finite state machines</li> <li>Paper 1 assessment 6 - AS paper 1 mock section A only</li> </ul>					
33	<ul> <li>Paper 2 topics fo this half-term:</li> <li>Revision of all topics covered so far</li> </ul>					
	<ul> <li>Paper 2 assessments this half-term:</li> <li>Paper 2 assessment 5 - databases</li> <li>Paper 2 assessment 6 - AS paper 2 mock full paper</li> </ul>					
	Mid Term Break					
34 35 36	<ul> <li>NEA</li> <li>Intro to Tkinter and sqlite3</li> <li>Decide on a project</li> <li>Complete Analysis section of NEA</li> </ul>					

<u>Course</u> <u>Structure</u>	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.			
<u>Assessment</u>	You wil will be Each a howev making	I be assessed at 6 points throughout the year for both papers. The formed of past exam-style content and will be graded with A le ssessment will be mostly focussed on the topic you have been s er, some of the questions will be interleaved (questions from oth g it vital that you always revisit topics over and over again.	he assessments evel grades. studying; ner topics)	
<u>Feedback</u>	<ol> <li>You complete the assessment</li> <li>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.</li> <li>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</li> <li>After reading the detailed feedback your teacher has provided you with, you will improve a part of your work using a purple pen.</li> <li>Your assessments will be placed into assessment folders for the subject</li> </ol>			
<u>Assessment</u>				
<u>Objectives</u>		How do I demonstrate this in my work	<u>Overall</u> weighting	
	<u>AO1</u>	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%	
	<u>AO2</u>	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%	
	<u>AO3</u>	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	<ul> <li>Knowledge Organisers</li> <li>Course companions available through the college.</li> <li>Google Classroom</li> <li>Craig 'n' Dave YouTube channel</li> <li>AQA specification, past papers and bank of exam questions</li> <li>Resources written by the team</li> </ul>			
<u>Class Work</u>	You wil You wil Your fo notes c	I need to provide a ring binder to keep your notes in. I be given dividers with lists of all the topics for each section of t Iders will be checked regularly to make sure you are making go and that your work is well organised.	he course. bod quality	