

## What will my child learn in Computer Science

	Term I	Term 2	Term 3	Term 4	Term 5	Term 6
Year 10	Computational Thinking <ul> <li>Representing Algorithms</li> <li>Linear Search</li> <li>Binary Search</li> <li>Bubble Sort</li> <li>Insertion Sort</li> <li>Merge Short</li> </ul> Translators & IDEs <ul> <li>Sequence</li> <li>Variables</li> <li>Input</li> <li>Flowcharts &amp; Random numbers</li> <li>Arithmetic expressions</li> </ul>	<ul> <li>Selection</li> <li>Logical Expressions</li> <li>Nested Selection</li> <li>While Loops</li> <li>Trace Tables</li> <li>For Loops</li> <li>Data Validation</li> <li>What is Representation?</li> <li>Number Bases</li> <li>Binary Addition</li> <li>Binary Shifts</li> <li>Hexadecimal</li> <li>Logic</li> <li>Logic Gates</li> <li>Logic Problems</li> </ul>	Computer Systems & System Software Introducing the CPU The FDE Cycle Main Memory Secondary Storage Optical and Magnetic Storage Selecting a Storage Computer Specifications Pseudocode Project	<ul> <li>What is Representation?</li> <li>Representing Text</li> <li>Unicode and File Size Calcs</li> <li>Representing Bitmap images</li> <li>Bitmap File Size Calculation</li> <li>Representing Sound</li> <li>Sound File Size Calculation</li> <li>Measurements of Storage</li> <li>Compression</li> <li>What is a Computer</li> <li>Network?</li> <li>The Client-Server Model</li> <li>Network Hardware</li> <li>Network Topologies</li> <li>Transmission Media</li> </ul>	<ul> <li>What is a Computer Network? <ul> <li>Network Performance and Costs</li> <li>What is the Internet?</li> <li>Protocols</li> <li>The TCP/IP Model</li> </ul> </li> <li>Database Essentials <ul> <li>SQL Searches</li> <li>Insert, Update, Delete</li> <li>Swim Challenge</li> </ul> </li> </ul>	<ul> <li>Programming <ul> <li>Subroutines</li> <li>Functions</li> <li>Scope</li> <li>Structured Programming</li> <li>Create a Program</li> <li>Snakes and Ladders</li> </ul> </li> </ul>