

GCSE Computer Science – Teaching schedule

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	Paper 1 <ul style="list-style-type: none"> • Systems architecture • Memory and storage Programming practice	Paper 1 <ul style="list-style-type: none"> • Memory and storage Programming practice	Paper 1 <ul style="list-style-type: none"> • Computer networks, connections and protocols Programming practice	Paper 1 <ul style="list-style-type: none"> • Computer networks, connections and protocols Programming practice	Paper 1 topics <ul style="list-style-type: none"> • Networks security • Systems software Programming practice	Paper 1 <ul style="list-style-type: none"> • Ethical, legal, cultural and environmental concerns Revision and exam practice
Year 11	Paper 2 <ul style="list-style-type: none"> • Programming fundamentals Algorithms	Paper 2 <ul style="list-style-type: none"> • Algorithms Producing robust programs	Paper 2 <ul style="list-style-type: none"> • Computing logic Paper 2 exam practice	Paper 2 <ul style="list-style-type: none"> • Programming languages and IDEs Revision and Paper 1 and Paper 2 exam practice	Paper 1 and Paper 2 Revision and exam practice	