

Subject	Aims and Purpose/Intent	Content Summary
<b>Computer Science Year 12</b>	<p>In year 12, Computer Science will encourage pupils to:</p> <ul style="list-style-type: none"> <li>• Further develop their ability to think computationally</li> <li>• Develop enhanced coding techniques, in C#, in order to solve problems</li> <li>• Develop their understanding of Object-Oriented Programming</li> <li>• Experience a new IDE</li> <li>• Consider their own project, and how they will need to further develop their skills independently in order to solve a problem devised by themselves</li> <li>• Understand computational procedures at a processor level</li> <li>• Further develop their understand of how databases can be used to store and manipulate large volumes of data</li> <li>• Develop understanding of computer networks and associated protocols and procedures</li> </ul>	<p>High-end Programming Language</p> <ul style="list-style-type: none"> <li>• Basics of C#</li> <li>• Use of OOP</li> </ul> <p>Computational Thinking</p> <ul style="list-style-type: none"> <li>• Elements of computational thinking</li> </ul> <p>Problem Solving</p> <ul style="list-style-type: none"> <li>• Problem solving</li> <li>• Programming techniques</li> </ul> <p>Computer Systems</p> <ul style="list-style-type: none"> <li>• Assembly language</li> <li>• Memory addressing</li> <li>• Software and types of application</li> <li>• Software development</li> <li>• Database development</li> <li>• Networks</li> </ul> <p>Project</p> <ul style="list-style-type: none"> <li>• Analysis</li> <li>• Design</li> </ul>

Subject	Aims and Purpose/Intent	Content Summary
<b>Computer Science Year 13</b>	<p>In year 13, Computer Science will encourage pupils to:</p> <ul style="list-style-type: none"> <li>• Appreciate the variety of ways data can be stored and retrieved, and the benefits and limitations of each</li> <li>• Further develop their understanding of a variety of search and sort algorithms</li> <li>• Understand key 'shortest path' algorithms</li> <li>• Enhance their understanding of the features of computer networks</li> <li>• Further develop understanding of logic gates</li> <li>• Develop techniques for performing computer arithmetic and Boolean algebra</li> <li>• Develop understanding of computer legislation</li> <li>• Further appreciate understanding of moral and ethical issues surrounding computers and their use</li> </ul>	<p>Project</p> <ul style="list-style-type: none"> <li>• Development</li> <li>• Testing</li> <li>• Evaluation</li> </ul> <p>Problem Solving</p> <ul style="list-style-type: none"> <li>• Algorithms</li> </ul> <p>Computer Systems</p> <ul style="list-style-type: none"> <li>• Networks</li> <li>• Data types</li> <li>• Computer arithmetic</li> <li>• Data structures</li> <li>• Logic gates and Boolean algebra</li> <li>• Data transmission</li> <li>• The internet</li> </ul> <p>Legal, Ethical, Moral and Social Issues</p> <ul style="list-style-type: none"> <li>• Computer law</li> <li>• Ethical, moral and social issues</li> </ul>