

AQA Computer Science GCSE (Year 10 & 11)

KS4	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 10 Paper 2	Data representation	Computer Systems	Boolean Algebra	Trace tables	Networking	WWW Networking IP layers
Year 10 Paper 1	Python Programming	Python / Algorithms	Python /assembly language	Algorithms Searching and sorting	Programming lists and arrays	HTML / 2D Arrays
Year 11 Paper 2	Implications of using computers	Cyber Security	SQL Database	Revision / Exam practice	Revision / Exam practice	
Year 11 Paper 1	Use Of Dictionaries	writing text and CSV Files and text files	Data implications of Databases	Revision / Exam practice	Revision / Exam practice	

Subject content

Paper 1 Computational Thinking and Problem Solving

- o Programming Languages
- o Programming Concepts
- o Number Bases - Hexadecimal
- o Fundamentals of Algorithms
- o Binary Arithmetic
- o Structured Programming
- o Sorting Algorithms
- o Searching Algorithms
- o Number Bases - Binary
- o Data Structures
- o Boolean Logic

Paper 2 Theory of computers

- o System Architecture (CPU)**
- o Software Classification**
- o Social Engineering and Malicious Code**
- o Network Topologies**
- o Network Security**
- o Network Protocols**
- o Memory and Storage**
- o Impact of Digital Technology**
- o Image Encoding**
- o Data Compression**
- o Cyber Security**
- o Computer Networks**
- o Character Encoding**
- o Representing Sound**