

North London Grammar School
KS4 Long Term Overview
2015-2016

Subject: KS4 - Computer Science & ICT

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10 (CS)	<u>Practical</u> Introduction Python <u>Theory</u> Unit 6: Ethics	<u>Practical</u> Next Steps in Small Basic <u>Theory</u> Unit 2: Communication and Internet Technologies	<u>Practical</u> Introduction to Visual Basics <u>Theory:</u> Unit 3: Hardware	<u>Practical</u> Programming Apps in App Inventor <u>Theory:</u> Unit 4: Input and Output Devices	<u>Practical</u> Creating Console Games in Game Maker <u>Theory:</u> Unit 5: Software and Security	<u>Practical</u> Creating Console Games in Game Maker <u>Theory:</u> Unit 1: Data Representation
Year 11 (CS)	<u>Practical</u> Practice Project <u>Theory</u> Unit 7: Data Representation	<u>Practical</u> Practice Project <u>Theory</u> Unit 8: Algorithm and Programming	<u>Practical</u> CA <u>Theory:</u> Unit 9: System Database and Design	<u>Practical</u> CA <u>Theory:</u> Unit 10: The Bigger Picture	<u>Practical</u> CA <u>Theory:</u> Unit 11: Data	<u>Theory:</u> Exam Papers

Computer Science (CS) – 2 x Practical and 1 x Theory

Information and Communication Technology (ICT) – 2 x Practical and 1 x Theory