

## Year 11 Computer Science

<a href="#">Link to J277 spec</a>	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Content Knowledge	Unit 2 • 2.1 Algorithms • 2.2 Programming fundamentals	NEA: Students work on a given programming problem.	• 2.4 Boolean logic  • Unit 1 Theory Revision	• 2.5 Programming languages and Integrated Development Environments	Past paper practice and revision	
	Programming revision	• 2.3 Producing robust programs	Programming revision	Unit 1 Theory Revision	Theory & algorithm Revision	
Skills	Problem analysis using computational methods.	Practical use of the software development cycle to design, create and test a solution.	Logical thinking using the AND, OR, NOT logical operators.	Able to select the most appropriate language and IDE for the purpose.	Revision and exam techniques.	
Key Questions	What real-world problems can be solved using computational methods?	What does a top mark NEA look like? What steps should be followed to ensure all aspects of the NEA are covered?	What are the benefits of developing robust programmes?	What is an IDE? What is the advantage of using them? What are high and low level programming languages and when are they used?	How long is the exam? What is the best way to answer essay style exam questions?	
Assessment	Low stakes/POP tests and End of Unit tests.	NEA is assessed internally and via external moderation by	Low stakes/POP tests and End of Unit tests.		Exam style practice questions.	

		OCR.			
Literacy/numera cy/SMSC/Chara cter	Emphasis on the mathematical skills used to express computational logic. Structured writing for long answer questions.				
Enrichment opportunities and futures	<p>Research session looking into computing related degree courses and universities.</p> <p>Online virtual trip to Amazon FC to see robotics in action. This qualification is suitable for learners intending to pursue any career in which an understanding of technology is needed.</p>				