GCSE Computer Science – AQA

	YEAR 10		YEAR 11	
Term	Topics	Tern	1 Topics	
1	 Introduction to the course Systems architecture 4 lessons Memory and storage 4 lessons Computer networks, protocols and layers 3 lessons Plus 5 dedicated programming lessons 	1	◆ Algorithms ○ 14 lessons	
2	 Computer networks, protocols and layers 3 lessons Cybersecurity 7 lessons Hardware and software 5 lessons Plus 5 dedicated programming lessons 	2	 Algorithms 1 lesson Boolean logic 3 lessons Plus 5 paper 1 exam revision lessons 	
3	 Ethical, legal and environmental impacts 8 lessons Plus 5 dedicated programming lessons 	3	 Classification of programming languages 3 lessons Plus 7 paper 1 exam revision lessons 	
4	Data representation	4	 Relational databases and SQL 4 lessons Plus 6 paper 1 exam revision lessons 	
5	Basic programming concepts 4 lessons Advanced programming concepts 3 lessons Plus 5 dedicated programming lessons	5	Revision	
6	Robust and secure programming			

iMedia - OCR

YEAR 10			YEAR 11	
Term	Topics	Term	Topics	
1	Introduction to the courseMedia in the industryJobs in the media industry	1	R098 practise project – visual imaging	
2	 Graphic design skills Pre production Mood boards Mind maps Visualisation Diagram 	2	R098 coursework starts	
3	R094 practise project – graphic design	3	 R093 Media Sectors and products How style and content are linked to products Audience demographics and segmentation Media codes to convey meaning 	
4	R094 coursework starts	4	 R093 Work planning Documents to support generation of ideas Distribution platforms Properties and file formats Sources of research 	
5	 Fundamental of photography Features of a camera Rules of photography Photography skills Shot planning Portfolio design 	5	Revision	
6	 Fundamental of film and cinema Storyboarding Script writing Editing 			