

Subject: Computer Science

Date	Exams/ Assess	Unit(s)
2/9/24		<p>Online baseline test (1 lesson)</p> <p>Unit 10 – Internet safety, cyber security and encryption (Lessons 1-6 + 1 catch-up lesson)</p> <p>The module sets up a scenario for students: they have been hired by the new cyber security office for the International Space Organisation and are required to carry out various tasks to help protect the sensitive computer systems and data.</p>
9/9/24		
16/9/24		
23/9/24		
30/09/24		
7/10/24		
14/10/24		
21/10/24		
4/11/24		<p>Unit 12 – Sound and video editing (Lessons 1-6 + 1 catch-up lesson)</p> <p>This module is broken into two parts. First, students will learn the fundamentals of using sound-editing software, including audio effects, to create a radio advert. Students will then create a soundtrack to a given brief. They will plan and create a video to go along with the soundtrack, learning about how to use video-editing software and how to add visual effects in the process.</p>
11/11/24		
18/11/24		
25/11/24		
2/12/24		
9/12/24		
16/12/24		
6/1/25		<p>Unit 7 – Advanced spreadsheets (Lessons 1-6)</p> <p>Spreadsheets are incredibly useful and powerful tools. They are used every day by people in all sorts of ways, from storing information about products and stock levels to managing multi-million-pound budgets. This module focuses on more advanced features of spreadsheets, including new functions, form controls and macros to develop more bespoke and user-friendly spreadsheets.</p>
13/1/25		
20/1/25		
27/1/25		
3/2/25		
10/2/25		
24/2/25		<p>Unit 7 – Advanced spreadsheets (2 Catch-up lessons)</p> <p>Unit 22 – Algorithms, binary and logic (Lessons 1-4)</p> <p>Informally, the term ‘algorithm’ has come to refer to any set of rules that precisely define a sequence of operations, such as making a cup of tea or cleaning your teeth. In the world of computing, an algorithm is a set of instructions that can be implemented as code to program a computer. Students will use computational thinking, a logical, strategic approach to problem solving involving four cornerstones: decomposition, abstraction, pattern recognition and algorithm design to formulate efficient and effective algorithms. Students will also gain an insight into how a digital processor works, as well as teaching them how data can be represented as a series of bits.</p>
3/3/25		
10/3/25		
17/3/25		
24/3/25		
31/3/25		
21/4/25		
28/4/25		<p>Unit 22 – Algorithms, binary and logic (Lessons 5-6 + 2 catch-up lessons)</p>
5/5/25		
12/5/25		
19/5/25		
2/6/25		<p>Unit 9 – Programming in Python: Selection (Lessons 1-6 + 1 catch-up-lesson)</p> <p>This module covers the second key programming construct, selection, and the use of if statements. Throughout this module, students write and test their own code to solve coding challenges and develop their programming skills.</p>
9/6/25		
16/6/25		
23/6/25		
30/6/25		
7/7/25		
14/7/25		