



St Paul's Computer Science GCSE Curriculum Map



"Life is a series of building, testing, changing and iterating." - Lauren Mosenthal



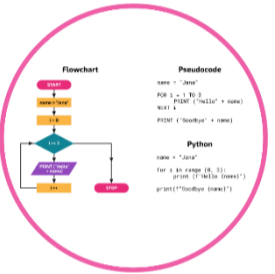
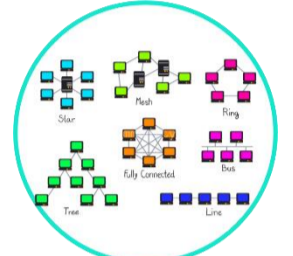
1.5 System Software

Exam Prep and Revision



1.4 Threats and Vulnerabilities

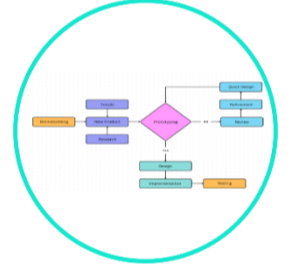
2.2 Programming fundamentals Continued throughout Yr10 & Yr11)



1.3 Network Topologies

2.1 Algorithmic Design (Continued throughout Yr10 & Yr11)

Year 11

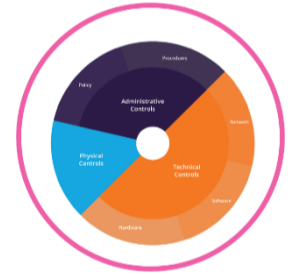


1.6 Legal, Ethical, Cultural & Environmental

2.3 Defensive Design

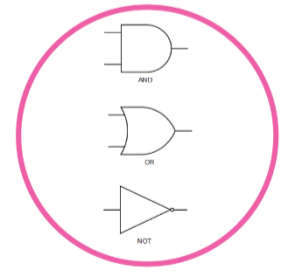


2.5 Programming languages & IDE's



1.2 Memory & Storage

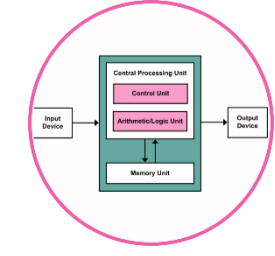
2.1 Algorithms (Algorithmic thinking)



2.4 Boolean Logic

1.1 System Architecture

2.1 Algorithmic Design (Continued throughout Yr10 & Yr11)



Year 10

2.2 Programming fundamentals Continued throughout Yr10 & Yr11)