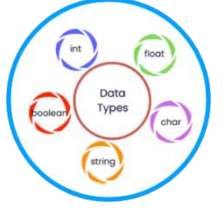
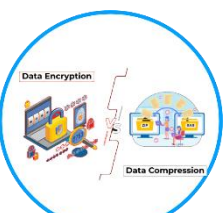
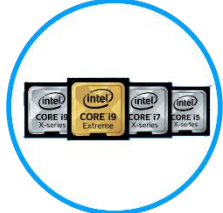
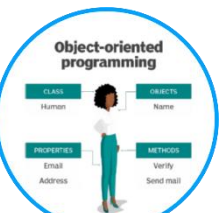
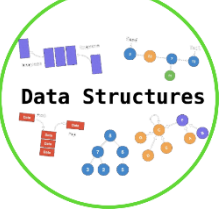




# St Paul's Computer Science A Level Curriculum Map



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



Project deadline April

Revision



Exam Preparation

1.5 Legal & Ethical

3 NEA Project

1.4.2 Data Structures

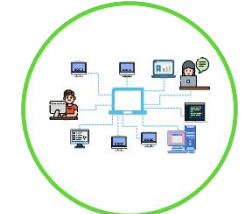


1.3.3 Networks

1.2.3 Software Development

2.3.1 Algorithms

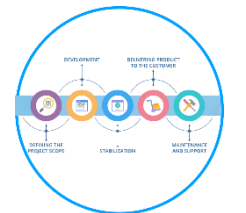
1.2.2 Application Generation



2.2.2 Computational Methods

Year 13

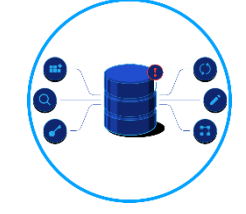
3 NEA Project



2.1.1 Elements of Computational Thinking

1.3.2 Databases

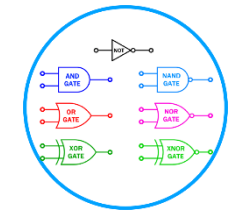
2.2.1 Event Driven Programming



1.1.3 Input, Output and Storage

2.2.1 Object orientated programming

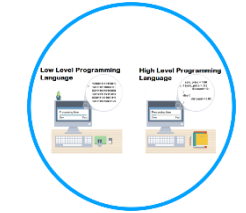
1.4.3 Boolean Algebra



1.1 Characteristics of contemporary processors

1.3.4 Web Technologies

1.2.1 System Software



1.2.4 Types of Programming

1.3.1 Compression, Encryption & Hashing

2.2.1 Programming techniques recap GCSE

Year 12

1.4.1 Data Types