



Curriculum Plans – Year 10 – Computer Science

Please find below a detailed outline of the curriculum covered in Computer Science curriculum through Year 10 in Key Stage 3.

	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6	Block 7
Topic	Computational thinking and programming: I/O, data types, variables, sequence selection and iteration flowcharts	Computational thinking and programming: lists and data structures, problem solving.	Data Chapter 1: Binary Images Text Negative binary, shifts, ASCII Compression	Communication Chapter 2: Data transmission Cables Parity bits	Input / Output devices (hardware) chapter 3: Printers, scanners (2D, 3D, barcode, QR code), Mice, Keyboards, screens, projectors.	Computational thinking and programming: Past pre-release / longer programming challenges practice	Review / end of year test: All topics covered
Assessments	In class	Block 1 test	Term 1 test	In class	Term 2 test	In class	End of year test
Academic Theme	Planning for Tomorrow	The World around us	Better Together	The Working World	Opportunities for Everyone	Keep it Green, Keep it Clean	Healthy Body, Healthy Mind