KS4 Computer Science Program of study

Year Group	HT1	HT2	HT3	HT4	HT5	HT6
10	E-Safety Introduction to Binary/Machine code 1.1 Systems Architecture Programming: Introduction to 2.5.2 The Integrated Development Environment (IDE) and 2.5.1 Languages 2.2.1 Programming fundamentals 2.2.2 Data types	1.2 – Memory and storage Programming: Selection Statements (IF)	1.3 Computer Networks Programming: 2.1.1 Computational thinking Including flow charts and pseudocode		1.4 – Network Security Programming: Iteration	1.5 – Systems software Programming: Iteration

11	E-Safety	2.4.1 Boolean logic	1.6 – Ethical, legal, cultural and environmental impacts of digital technology	Revision	
	2.1.3 Searching and sorting algorithms	2.3.1 Defensive design	2.5.1 Languages		
	2.2.3 Additional programming techniques	Programming: Practice using code marker and extended coding challenges	2.5.2 The Integrated Development Environment (IDE)		
	Programming: Practice using code marker and extended coding challenges		2.3.2 Testing		
			Programming: Practice using code marker and extended coding challenges		