



Key Stage 5 Computing Curriculum Plan

KS5 Curriculum Intent - Our mission is to ensure students gain a broad range of digital skills to prepare them for the ever evolving digital world.

Year 12 2021-2023 LTP

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit covered	4.1 fundamentals of programming 4.5 Data representation	4.1 fundamentals of programming 4.5 Data representation	4.2 data structures 4.5 data representation	4.3 Theory of algorithms 4.10 databases 4.8 consequences of uses of computers	4.1 fundamentals of programming 4.10 databases	4.4 Theory of computation 4.14 NEA 4.6 Fundamentals of computer systems
Assessment	Baseline assessment 4.1 exam question 4.5 exam question Autumn 1 assessment on 4.1 and 4.5	4.1 exam question 4.5 exam question Autumn 2 assessment on 4.1 and 4.5	4.2 exam question 4.5 exam question Spring 1 assessment on 4.1 4.2 and 4.5	4.3 exam questions 4.10 exam questions 4.8 exam question Spring 2 assessment on 4.1 4.2 4.3 4.5 and 4.10	4.1 exam question 4.10 exam questions Summer 1 assessment on 4.1 4.2 4.3 4.5 and 4.10	4.4 exam question 4.6 exam question NEA feedback Summer 2 assessment on 4.1 4.2 4.3 4.4 4.5 4.6 and 4.10 Mock exam
Interleaving	Topics covered in GCSE Basic programming concepts Search and sort algorithms Binary conversions	Previous lessons of: 4.1 fundamentals of programming 4.5 Data representation	4.1 fundamentals of programming 4. data representation	4.1 fundamentals of programming 4.2 data structures 4.3 algorithms 4.5 data representation	4.1 fundamentals of programming 4.2 data structures 4.3 algorithms 4.5 data representation	4.1 fundamentals of programming 4.2 data structures 4.3 algorithms 4.5 data representation



Year 13 2020-22 LTP

Red - key dates

Blue - amendments due to advanced notice

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit covered	4.14 NEA 4.6 Fundamentals of computer systems	4.1 Programming 4.4 Theory of computation 4.7 Fundamentals of communication	4.14 NEA 4.1.1.16 recursive techniques 4.2.1.4 arrays 4.2.1.4 abstract data types 4.2.2-5 queues stacks graphs and trees 4.3.4 -5 searching and sorting algorithms 4.7 Fundamentals of communication	4.14 NEA Skeleton code - paper 1 4.3.6 Optimisation algorithms 4.4.1.1 problem solving 4.4.1.2 trace tables 4.5 data representation 4.6 computer systems	Skeleton code - paper 1 4.1 - 4.3 4.8 consequences of uses of computers 4.9 fundamentals of communication 4.10 databases 4.12 functional programming	Exam 13th and 24th June Skeleton code - paper 1 Focus on topics that students are struggling with from the following: 4.1.1.16 recursive techniques 4.2.1.4 arrays 4.2.1.4 abstract data types 4.2.2-5 queues stacks graphs and trees 4.3.4 -5 searching and sorting algorithms 4.7 Fundamentals of communication 4.3.6 Optimisation algorithms 4.4.1.1 problem solving 4.4.1.2 trace tables 4.5 data representation 4.6 computer system 4.8 consequences of uses of computers 4.9 fundamentals of communication 4.10 databases 4.12 functional programming



Assessment	NEA Feedback Interleaved practice exam questions	Mock exam NEA Feedback Interleaved practice exam questions	NEA Feedback Interleaved practice exam questions	Mock exam NEA Feedback - to be sent off Interleaved practice exam questions	Interleaved practice exam questions	Interleaved practice exam questions
Interleaving	4.1 fundamentals of programming 4.2 data structures 4.3 algorithms 4.5 data representation 4.10 databases	4.1 fundamentals of programming 4.2 data structures 4.3 algorithms 4.5 data representation 4.6 Fundamentals of computer systems 4.10 database	4.4.1.1 problem solving 4.1.1.16 recursive techniques 4.2.1.4 arrays 4.2.1.4 abstract data types 4.2.2-5 queues stacks graphs and trees 4.3.4 -5 searching and sorting algorithms 4.7 Fundamentals of communication	4.4.1.1 problem solving 4.1.1.16 recursive techniques 4.2.1.4 arrays 4.2.1.4 abstract data types 4.2.2-5 queues stacks graphs and trees 4.3.4 -5 searching and sorting algorithms 4.7 Fundamentals of communication	4.3.6 Optimisation algorithms 4.4.1.1 problem solving 4.4.1.2 trace tables 4.5 data representation 4.6 computer systems	4.1 - 4.3 4.8 consequences of uses of computers 4.9 fundamentals of communication 4.10 databases 4.12 functional programming