Westfield Academy - Curriculum Information

Pupils will develop their understanding of computer systems, computational thinking, and programming. Pupils will develop theoretical knowledge and practical skills needed for further study or work. The course is assessed through two written exams, covering computational thinking, algorithms, programming, and computer systems.

Computing KS4 Y10

Head of Department	Rasha Abuelreesh
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Lessons per 2 week cycle	GCSE 5
Specification/Board details/Key stage	OCR



Term by term

Term by term		
Autumn 1	Spring 1	Summer 1
 Computer architecture and CPU Computational thinking fundamentals of programming 	 primary memory. Secondary memory images, sound, compression Binary 2. Hex. Characters 	 Count Controlled Iteration Random number generator Trace tables
Autumn 2	Spring 2	Summer 2
 The internet. Network topologies. Wired and wireless IP, MAC, encryption. Standards and protocols. Layers searching algorithms 	 The internet. Network topologies. Wired and wireless IP, MAC, encryption. Standards and protocols. Layers searching algorithms 	Data types string manipulation. Arrays defensive design and testing Operating systems
Key Skills developed	analytical thinking, critical thinking, quantitative skills, research skills, communication skills and problem-solving skills	
Useful Websites	https://code.org	

	https://scratch.mit.edu https://www.tynker.com https://www.bbc.co.uk/bitesize/subjects/zvc9q6f https://www.codeavengers.com https://lightbot.com https://ocr.org.uk
Reading/Literacy requirements /Key Words	Good level of English and Maths is required. Debug Event Iteration Loop Sprite Variable RAM ROM Cache Bus ASCII Abstraction Array
Homework requirements	Quizzes, case studies, independent learning
Personal Development Links	Studying Computing enhances, critical thinking, problem-solving, communication, numeracy, research skills, and global awareness.
Trips/Visits (If applicable)	TBC