

## Key Stage 4 Curriculum Overview

Year Group	Term 1	Term 2	Term 3
Year 10	<p><b>Computer Science</b> Memory and storage Systems architecture Programming fundamentals</p> <p><b>IT</b> Data manipulation using spreadsheets</p>	<p><b>Computer Science</b> Computer networks, connections and protocols Algorithms Programming fundamentals</p> <p><b>IT</b> IT in the digital world</p>	<p><b>Computer Science</b> Network security Producing robust programs</p> <p><b>IT</b> Introduction to augmented reality</p>
Year 11	<p><b>Computer Science</b> Systems software Boolean logic</p> <p><b>IT</b> Using Augmented Reality to present information</p>	<p><b>Computer Science</b> Ethical, legal, cultural and environmental impacts of digital technology 5 Programming languages and Integrated Development Environments</p> <p><b>IT</b> IT in the digital world</p>	<p><b>Computer Science</b> Revision</p> <p><b>IT</b> Revision</p>