Computer Science		
	Year 12	**Year 13**
Autumn 1	Introduce the course Python recap – using challenges and new libraries Theory – Data structures (arrays, trees, stacks, etc.) Theory – Components of a computer (FDE cycle, processors, memory, etc.) Programming – build strong foundation with data structures Programming – throughout this year will be an emphasis on problem solving and development of coding skills	Theory – Exchanging data (relational databases, SQL, etc.) Theory – Boolean algebra Non-exam assessment
Autumn 2	Theory – Data types (floating point numbers, etc.) Theory – Systems software (OS, language translation, etc.) Programming –emphasis on use of OOP, web scraping	Theory – Legal, moral, ethical and cultural issues Non-exam assessment
Spring 1	Theory – Programming techniques Theory – Software development Programming - Pygame	Mock exam Complete non-exam assessment Begin exam revision
Spring 2	Theory – Computational thinking Theory – Networks and web technologies Programming – other language paradigms	Exam revision

Summer 1	Non-exam assessment launch Theory – Algorithms Programming – develop skills at programming standard algorithms	Exam revision
Summer 2	Non-exam assessment Theory – practical databases to support NEA	