



PLUME ACADEMY - LEARNING OVERVIEW

| | |
|----------------------------------|--|
| Year | 13 |
| Course | Computer Science |
| Specification Number/Exam Board | AQA |
| Examination Papers and Weighting | Paper 1: 40% Paper 2: 40% NEA: 20% |

Prior Learning

The majority of students will have studied GCSE Computer Science and achieved a grade 5; for those who have not, there is an expectation that students achieve a grade 7 in Mathematics. GCSE Computer Science provides a solid foundation to the KS5 course, covering topics in both Computer Systems and Computational Thinking, Algorithms and Programming.

Curriculum Intent – What are the curriculum aims?

Our KS5 Computer Science curriculum intends to develop student understanding across a diverse range of topics. We expand their programming skills beyond procedural programs to include object-oriented techniques. These new programming skills are used together with the introduction of abstract data types and a variety of algorithms, which includes pathfinding. These skills are all useful for completing the non-exam assessment, which takes the form of a programming project or investigation, which is defined by the student. Furthermore, students will develop their understanding of how data is stored on a computer system, database organisation, computational architecture, networks as well as consider the consequences for society of introducing new technologies.

Curriculum Implementation – What will my child will be learning?

| | | |
|--------|-------------|---|
| Term 1 | Half Term 1 | Fundamentals of algorithms Computer organisations and architecture |
| | Half Term 2 | Theory of computation Fundamentals of communication and networking |
| Term 2 | Half Term 3 | Theory of computation Fundamentals of communication and networking - continued |
| | Half Term 4 | Revision |
| Term 3 | Half Term 5 | Revision |
| | Half Term 6 | Summer exams |

Curriculum Impact – How will my child be assessed and receive feedback?

In addition to assessing of students' work in lesson we also assess them at the end of each topic. Paper 1 assessments require students to have studied a pre-released 'skeleton' program, which students edit and extend during the assessment using a computer. Paper 2 assessments take a more traditional approach and are completed on paper.



Super-Curricular Opportunities – Supporting and Extending Learning

| Useful study resources | If a student is really passionate about this subject they can... |
|--|---|
| <p>https://www.pgonline.co.uk/resources/computer-science/a-level-aqa/aqa-as-and-a-level-textbook/</p> <p>Craig and Dave online videos for AQA Computer Science</p> <p>https://isaacomputerscience.org/pages/specification_page_aqa</p> | <p>Complete independent courses on CodeAcademy</p> <p>Watch TEDEd videos linked to Computer Science.</p> <p>Visit the National Museum of Computing.</p> <p>Consider options for Further Education in Computer Science</p> |