



BEECHEN CLIFF

A-Level Overview Year 1: Computer Science

Term	Unit 1 (Computer systems) Miss J Wright	Unit 1 (Computer systems) Ms L Jarvis	Key Skills / Coursework / PSAs / Deadlines
1	Structure and function of the processor Types of processor	Software development Development of programming skills	Student Learning Records Programming Challenges Unit tests
2	Input, output and storage Operating systems and systems software	Data types Development of programming skills	Student Learning Records Programming Challenges Unit tests
3	Applications generation Types of programming language	Data structures Development of programming skills	Student Learning Records Programming Challenges Unit tests
4	Databases Networks	Boolean algebra Development of programming skills	Student Learning Records Programming Challenges Unit tests
5	Web technologies	Compression, encryption and hashing Development of programming skills	Mock Exam
6	Computer related legislation Ethical, moral and cultural issues	Unit 3 Programming project <ul style="list-style-type: none"> ● Definition ● Analysis 	Student Learning Records Programming Challenges Unit tests Programming project



A-Level Overview Year 2:

BEECHEN CLIFF

Computer Science

Term	Unit 2	Unit 3	Key Skills / Coursework / PSAs / Deadlines
1	Thinking: <ul style="list-style-type: none"> ● abstractly ● ahead ● procedurally ● logically ● concurrently 	Programming project <ul style="list-style-type: none"> ● Design ● Development 	Student Learning Records Programming Challenges Unit tests Programming project
2	Programming techniques Computational methods	Programming project <ul style="list-style-type: none"> ● Development 	Student Learning Records Programming Challenges Unit tests Programming project
3	Algorithms	Programming project <ul style="list-style-type: none"> ● Development 	Student Learning Records Programming Challenges Unit tests Programming project Mock Exams
4		Programming project <ul style="list-style-type: none"> ● Development ● Testing ● Evaluation 	Programming project - deadline Easter
5	Unit 1 (Computer systems) Unit 2 (Algorithms and programming)		Unit 3 (Programming project) submission
6	Revision		Unit 1 and Unit 2 exams