

	INVEST in the power of the written word	EXPERIENCE a range of cultures, histories and beliefs	EXPLORE the shared values of civilisation	SHAPE society and our place within it	GROW as instinctive readers, writers and orators	PURSUE English beyond the classroom
Curriculum Sequencing Grid						
Subject	OCR GCSE Computer Science			Year	10	
	Term 1		Term 2		Term 3	
	HT1	HT2	HT3	HT4	HT5	HT6
Component	1.1 System Architecture 1.2 Memory and Storage 2.2 Programming Techniques	1.2 Memory and Storage 2.2 Programming Techniques	1.3 Network 1.4 Network Security 2.2 Programming Techniques	1.5 System Software 1.6 Ethics 2.2 Programming Techniques	Revision and Exam Focus 2.2 Programming Techniques	Revision and Exam Focus 2.2 Programming Techniques
Developing Cultural Capital	Understanding the history of computer science and how modern day computers came about. Appreciation of key historical figures in computer science and acknowledgement of the women in Computer Science.	Understanding of how common mediums of entertainment use images, sound and video. This will have more indepth knowledge that is applicable to home TV, Games console, Speaker setups.	A technician skill of creating Network cables (Ethernet) through the process of crimping. Understanding of the internet and ISPs, How to setup and manage hoem networks and mobile networks.	Looking at a range of Computer issues in society and the human impact on the environment through the use of computers. Understanding of social media and it's impact on social well being.	-	An escape room setup in CG1 will give students both in and out of subject problem solving experience.
Substantive Knowledge/ Disciplinary Knowledge	Substantive Knowledge: > CPU Structure and Architecure > FDE Cycle and Processing of Instructions > Primary and Secondary memory characteristics and uses > Units used to store data and conversions > Character Representation Disciplinary Knowledge: > Conversion of storage units > Setting and Using Variable > Inputs/Outputs >String Manipulation	Substantive Knowledge: > Sound Representation > Image Representation > Compression >Binary, Hexadecimal and Denary number systems Disciplinary Knowledge: > Binary, Hexadecimal and Denary Conversions > Binary addition > Binary Shifting > Maths and Logic in Python > Conditional Statements IF-ELIF-ELSE and SWITCH-CASE	Substantive Knowledge: > Networking Hardware > Networking Topologies > Networking Layers > Protocols and Packet Switching > Network Threats and Attacks > Network Security > System Software Disciplinary Knowledge: >Network Ethernet Crimping >Count Controlled Iteration >Conditional Iteration	Substantive Knowledge: > Utility Software >Compression > Encryption > Defragmentation > Computer Laws and Legislation > Health related Issues > Ethical Issues > Cultural Issues Disciplinary Knowledge: > Sub Routines	Substantive Knowledge: > Paper 1 Examination practice > Paper 1 Question Structures Disciplinary Knowledge: >External File manipulation	Substantive Knowledge: > Paper 1 Problem Solving > Python Problem Solving Disciplinary Knowledge: > Breaking down of large problems and how to solve them.
Cross Curricular Links	Problem Solving Logical Thinking Post-16 Career links Maths: Unit conversions	Problem Solving Logical Thinking Binary, Hexadecimal Maths Skills Post-16 Career links	Problem Solving Logical Thinking ICT: Networking and Security Post-16 Career links	Problem Solving Logical Thinking Life-Skills: Mental Health due to Social Media, Health issues around IT usage Post-16 Career links	Problem Solving Logical Thinking Examination Practice Shared with STEM Subjects Post-16 Career links	Problem Solving Logical Thinking Examination Practice Shared with STEM Subjects Post-16 Career links
Vocabulary	Examination command words published and used by OCR and Vocabulary List by OCR through textbooks, noted in a list:					Link
Assessments	1.1 SPA 1.2.1 SPA	1.2 SPA	1.3 SPA 1.4 SPA	1.5 & 1.6 SPA	Paper 1 SPA	Trial Examination