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Programming project (20 hours non—exam) 20% of GCSE

- Development
- Testing and evaluation and conclusions
- Analysis
- Design
- Programming techniques

Computer systems 40% of GCSE (Exam)

- Systems architecture
- Memory and storage
- System security
- Wired and wireless networks, typologies, protocols and layers.
- System software
- Ethical, legal, cultural and environmental concerns.

Computational thinking, algorithms and programming 40% of GCSE (Exam)

- Producing robust programs
- Computational logic
- Algorithms
- Programming techniques
- Data representation
- Translators and facilities of languages

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- Understanding computing
- Introduction to Python
- Understanding networks
- Computer components
- Programming methodology
- More on databases
- More on Algorithms & Flowchart
- Analysis & design
- Introduction to Python & other languages
- Binary and Hexadecimal

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- Creating presentations
- Introduction to spreadsheets
- Databases
- Data collection

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- Introduction to computing
- Scratch
- Input / Output and storage devices
- Using and understanding the Internet
- Staying safe on the Internet
- Introduction to Algorithms & Programming
- Binary