

**#Kings Curriculum Map
Computer Science**

	Autumn Term	Spring Term	Summer Term
Year 9	<p align="center">Computer Applications Office 365, OneDrive, OneNote GIMP & Inkscape Unity & Visual Studio</p> <p align="center">Computer Systems Computer Hardware & Software Computer Architecture</p> <p align="center">Introduction to Programming in C#</p>	<p align="center">Game Design with Unity & C# Introduction to Programming Structures Unity's Introduction to Coding Course</p> <p align="center">Data Representation Storage Binary & Hexadecimal Number systems Images Sound</p>	<p align="center">Project Planning & Management Decomposition of problems Planning Tasks GANTT charts and planning tools Storyboarding & Mind Mapping Understanding User Specifications</p> <p align="center">Programming Project Researching & planning Using Unity to develop a game Programming, testing, feedback and review</p> <p align="center">Preparation for Year 10 Introduction to Computer Science or iMedia</p>
Year 10	<p align="center">Fundamentals of algorithms Representing algorithms Efficiency of algorithms Searching algorithms Sorting algorithms</p> <p align="center">Ethical, legal and environmental impacts of digital technology on wider society, including issues of privacy</p>	<p align="center">Programming Data types Programming concepts Arithmetic, Relational and Boolean operations Data structures Input/output and file handling String handling Subroutines Structured programming Robust and secure programming Classification of programming languages</p>	<p align="center">Fundamentals of data representation Binary and Hex Character Sets Images Sound File Formats</p> <p align="center">Fundamentals of computer networks Topologies Protocols Security Fundamentals of cyber security</p>
Year 11	<p align="center">Computer Systems Operating Systems Boolean Logic Software Classification</p>	<p>Revision and Past Papers</p>	

	Systems architecture		
Year 12	<p>Fundamentals of Programming Fundamentals of Data Structures Fundamentals of Algorithms</p>	<p>Theory of Computation Fundamentals of Data Representation Fundamentals of Computer Systems</p>	<p>Fundamentals of Organisation and Architecture Consequences of Uses of Computing Fundamentals of Communication and Networking Project</p>
Year 13	<p>Fundamentals of Databases Big Data Fundamentals of Functional Programming Project</p>	<p>Systematic Approach to Problem Solving Pre-Release Project</p>	