



The British School

	Year 12	Year 13
Term 1	<u>Fundamental problem-solving and programming skills</u>	<u>Further problem-solving and programming skills</u>
Topic and Content	<p>Algorithm design and problem-solving</p> <p>Data types and structures</p> <p>Programming and data representation</p> <p>Software development</p>	<p>Algorithms</p> <p>Recursion</p> <p>Data representation</p> <p>Communication and Internet technologies</p>
Skills	<p>Select and use appropriate data types for a problem solution.</p> <p>Use a record structure to hold a set of different data types under one identifier.</p> <p>Use the technical terms associated with arrays.</p> <p>Select a suitable data structure (1D or 2D array) to use for a given task.</p> <p>Write pseudocode for 1D and 2D arrays.</p> <p>Write pseudocode to process array data.</p>	<p>Describe a linear and binary search.</p> <p>Write algorithms to implement a binary and linear search.</p> <p>Describe an insertion sort and a bubble sort.</p> <p>Write algorithms to implement an insertion and bubble sort.</p> <p>Describe linked lists, stacks, queues and binary trees.</p> <p>Write algorithms to find items in a linked list and a binary tree.</p>

	<p>Explain why files are needed.</p> <p>Write pseudocode to handle text files that consist of one or more lines.</p> <p>Explain that an ADT is a collection of data and a set of operations on those data.</p> <p>Explain how a stack, queue and linked list are examples of ADTs.</p> <p>Use a stack, queue and linked list to store data.</p> <p>Describe how a queue, stack and linked list can be implemented using arrays.</p> <p>Write pseudocode from a given design presented as either a program flowchart or structured English.</p> <p>Write pseudocode statements for:</p> <ul style="list-style-type: none"> ● the declaration of variables and constants ● the assignment of values to variables and constants ● expressions involving any of the arithmetic or logical operators input from the keyboard and output to the console <p>Use pseudocode to write:</p> <ul style="list-style-type: none"> ● an IF structure including ELSE and nested IF statements ● a CASE statement ● a count-controlled loop ● a post-condition loop ● a precondition loop <p>Justify why one loop structure may be better suited to solve a problem than the others.</p>	<p>Write algorithms to insert items into a stack, a queue, a linked list and a binary tree.</p> <p>Write algorithms to delete an item from a stack, a queue and a linked list.</p> <p>Explain how an ADT can be implemented using a built-in data type and another ADT, and write algorithms to implement this.</p> <p>Explain the use of Big O notation to specify time and space complexity.</p> <p>Compare algorithms on criteria such as time taken and memory used.</p> <p>Identify the essential features of recursion.</p> <p>Write and trace recursive algorithms.</p> <p>Compare the use of recursion to iteration.</p> <p>Describe what a compiler has to do to translate recursive programming code.</p> <p>Explain why user-defined data types are necessary.</p> <p>Define and use non-composite data types.</p> <p>Define and use composite data types.</p> <p>Choose and design an appropriate user-defined data type for a given problem.</p> <p>Describe the different methods of file organisation.</p> <p>Describe the different methods of file access.</p> <p>Select an appropriate method of file organisation and file access for a given problem.</p> <p>Describe and use hashing algorithms.</p>
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	<p>Define and use a procedure and a function.</p> <p>Explain where in the constructor of an algorithm it would be appropriate to use a procedure or a function.</p> <p>Use parameters in a procedure and a function.</p> <p>Use the terminology associated with procedures and functions.</p> <p>Write efficient pseudocode.</p>	<p>Describe the format of binary floating-point real numbers.</p> <p>Convert binary floating-point real numbers into denary and vice versa.</p> <p>Normalise floating-point numbers.</p> <p>Explain the consequences of a binary representation only being an approximation to the real number it represents (in certain cases).</p> <p>Explain that binary representations can give rise to rounding errors.</p> <p>Explain why a protocol is essential for communication between computers.</p> <p>Describe protocol implements as a stack, with each layer having its own functionality.</p> <p>Describe the TCP/IP protocol suite.</p> <p>Describe the purpose of the protocols HTTP, FTP, POP3, IMAP, SMTP, BitTorrent.</p> <p>Explain the purpose, benefits and drawbacks of circuit switching and packet switching.</p> <p>Justify the use of packet and/or circuit switching in a scenario.</p>																																																						
<p>Methods of Assessment</p>	<table border="0"> <tr><td>9618/2</td><td>Specimen paper</td><td>Q1, 3, 5, 7</td></tr> <tr><td>9608/21</td><td>Jun 16</td><td>Q3b, 5</td></tr> <tr><td>9608/22</td><td>Jun 16</td><td>Q3b, 5</td></tr> <tr><td>9608/23</td><td>Jun 16</td><td>Q3b, 5</td></tr> <tr><td>9608/21</td><td>Jun 17</td><td>Q5</td></tr> <tr><td>9608/22</td><td>Jun 17</td><td>Q5</td></tr> <tr><td>9608/23</td><td>Jun 17</td><td>Q5</td></tr> <tr><td>9608/21</td><td>Jun 18</td><td>Q5, 6</td></tr> <tr><td>9608/22</td><td>Jun 18</td><td>Q5, 6</td></tr> </table>	9618/2	Specimen paper	Q1, 3, 5, 7	9608/21	Jun 16	Q3b, 5	9608/22	Jun 16	Q3b, 5	9608/23	Jun 16	Q3b, 5	9608/21	Jun 17	Q5	9608/22	Jun 17	Q5	9608/23	Jun 17	Q5	9608/21	Jun 18	Q5, 6	9608/22	Jun 18	Q5, 6	<table border="0"> <tr><td>9618/3</td><td>Specimen paper</td><td>Q7</td></tr> <tr><td>9618/4</td><td>Specimen paper</td><td>Q1, 2, 3</td></tr> <tr><td>9608/41</td><td>Jun 16</td><td>Q1, 2</td></tr> <tr><td>9608/41</td><td>Jun 17</td><td>Q2, 3, 4</td></tr> <tr><td>9608/42</td><td>Jun 17</td><td>Q2</td></tr> <tr><td>9608/41</td><td>Jun 18</td><td>Q2, 6</td></tr> <tr><td>9608/42</td><td>Jun 18</td><td>Q3, 6</td></tr> <tr><td>9608/41</td><td>Nov 16</td><td>Q2aiii</td></tr> <tr><td>9608/42</td><td>Nov 16</td><td>Q4aiii</td></tr> </table>	9618/3	Specimen paper	Q7	9618/4	Specimen paper	Q1, 2, 3	9608/41	Jun 16	Q1, 2	9608/41	Jun 17	Q2, 3, 4	9608/42	Jun 17	Q2	9608/41	Jun 18	Q2, 6	9608/42	Jun 18	Q3, 6	9608/41	Nov 16	Q2aiii	9608/42	Nov 16	Q4aiii
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	9608/23 Jun 18 Q5, 6 9608/21 Nov 16 Q4c, e 9608/22 Nov 16 Q4, 5 9608/23 Nov 16 Q4c 9608/21 Nov 17 Q1, 3 9608/22 Nov 17 Q1, 2, 3 9608/23 Nov 17 Q1, 3, 5 9608/41 Nov 18 Q2a, 3a, b 9618/2 Specimen paper Q1c, 4 9608/21 Jun 16 Q1, 2, 3, 4, 5, 6 9608/22 Jun 16 Q1, 2, 3, 4, 5, 6 9608/23 Jun 16 Q1, 2, 3, 4, 5, 6 9608/21 Jun 17 Q1c, 2, 3, 5, 6 9608/22 Jun 17 Q1c, 2, 3, 5, 6 9608/23 Jun 17 Q1c, 2, 3, 5, 6 9608/21 Jun 18 Q1a, b, 2, 4, 6, 7 9608/22 Jun 18 Q1, 2, 5 9608/23 Jun 18 Q1, 2, 4c, 6, 7 9608/21 Nov 16 Q1c, 3, 4d, e 9608/22 Nov 16 Q3, 4, 5, 6 9608/23 Nov 16 Q3, 4e, 5 9608/21 Nov 17 Q1, 3, 5 9608/22 Nov 17 Q2, 4, 5 9608/23 Nov 17 Q3, 5	9608/42 Nov 17 Q4 9608/41 Nov 18 Q3c, 4 9608/42 Nov 18 Q3, 6 9618/3 Specimen paper Q1 9608/31 Jun 16 Q4 9608/31 Jun 17 Q1, 4 9608/32 Jun 17 Q1 9608/32 Jun 17 Q4 9608/32 Jun 18 Q1 9608/32 Jun 18 Q2 9608/31 Nov 16 Q1 9608/32 Nov 16 Q1 9618/3 Specimen paper Q2 9608/31 Jun 16 Q1c 9608/31 Jun 17 Q5ai, aiii, b 9608/32 Jun 17 Q5 9608/32 Jun 18 Q3c 9608/31 Nov 16 Q5 9608/32 Nov 16 Q4 9608/32 Nov 16 Q6b, c 9608/32 Nov 17 Q1B
Term 2	<u>Theory fundamentals</u>	<u>Further problem-solving and programming skills / Advanced theory</u>
Topic and Content	Information representation Communication and networking technologies Hardware Logic gates and logic circuits Processor fundamentals Assembly language programming	Object-oriented programming (OOP) Declarative programming Low-level programming Programming paradigms File processing and exception handling

	Monitoring and control systems	
Skills	<p>Convert a number from one base to another.</p> <p>Perform binary addition and subtraction.</p> <p>Explain the purpose and benefits of different number bases.</p> <p>Explain the use of character sets in computer systems.</p> <p>Use ASCII, extended ASCII and Unicode to represent textual data.</p> <p>Explain how a bitmap image is represented and stored on a computer.</p> <p>Explain how a vector graphic is represented and stored on a computer.</p> <p>Explain whether a bitmap image or vector graphic is more appropriate for a given task.</p> <p>Explain how an analogue sound wave is digitised.</p> <p>Explain the effect of changing the sample rate and resolution on a sound wave.</p> <p>Explain the need for compression.</p> <p>Explain the difference between lossy and lossless compression.</p> <p>Recommend lossy or lossless compression for a given scenario and justify the choice.</p> <p>Show how a sound/image/text can be compressed using run-length encoding</p>	<p>Explain what is meant by a programming paradigm.</p> <p>Write low-level code that uses various addressing modes.</p> <p>Write imperative programming code that uses constructs, procedures and functions.</p> <p>Use the terminology associated with OOP.</p> <p>Write program code to solve problems by designing appropriate classes and making use of OOP techniques.</p> <p>Read and write program code to solve problems by writing appropriate facts and rules.</p> <p>Write code to perform file-processing operations.</p> <p>Explain the importance of exception handling.</p> <p>Write program code to use exception handling.</p>

	<p>Explain the purpose and benefits of networking devices.</p> <p>Describe the characteristics of a LAN and a WAN. Explain whether a given network is a LAN or a WAN.</p> <p>Describe the use, benefits and drawbacks of cloud computing.</p> <p>Describe the characteristics of a client-server and peer-to-peer network.</p> <p>Explain the benefits and drawbacks of a client-server and peer-to-peer network.</p> <p>Justify the use of a client-server or peer-to-peer network in a given scenario.</p> <p>Describe the characteristics, benefits and drawbacks, of different network topologies.</p> <p>Explain the differences between wired and wireless networks.</p> <p>Explain the benefits and drawbacks of both wired and wireless connections.</p> <p>Describe the purpose of hardware components that can support a LAN. Identify appropriate components to create a LAN.</p> <p>Describe the role and function of a router in a network.</p> <p>Define collisions in data transmission and explain how Ethernet detects and avoids collisions.</p> <p>Explain the difference between the internet and the WWW.</p> <p>Describe the hardware required to communicate over the internet.</p>	
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Explain the use of IP addresses in the transmission of data over the internet.

Explain the benefits of a URL over an IP.

Explain the role of a DNS in converting a URL to IP.

Explain the difference between primary and secondary storage.

Identify items that are stored in secondary storage.

Explain the difference(s) between RAM and ROM.

Explain the difference(s) between SRAM and DRAM.

Explain the difference(s) between PROM, EPROM and EEPROM.

Describe the principal operations of a range of hardware devices.

Explain the purpose and use of buffers in a range of devices.

Describe the use of sensors.

Identify appropriate sensors for a scenario.

Explain the difference between a monitoring and control system.

Describe the use and function of a monitoring and control system in a given situation.

Use the NOT, AND, OR, NAND, NOR and XOR logic gate symbols

Understand and define the functions of :
NOT, AND, OR, NAND, NOR and XOR (EOR) gates

	<p>Construct the truth table for each of the logic gates</p> <p>Construct a logic circuit</p> <p>Construct a truth table</p> <p>Construct a logic expression</p> <p>Describe the Von Neumann model for a computer system.</p> <p>Describe the purpose and role of each register in the Von Neumann model.</p> <p>Describe the purpose of and role of the components within the processor.</p> <p>Explain how the different ports allow connection to peripherals.</p> <p>Describe the stages of the Fetch-Execute cycle.</p> <p>Explain the purpose of interrupts. Describe how interrupts are handled in the F-E cycle.</p> <p>Explain the relationship between assembly language and machine code.</p> <p>Describe the stages of the assembly process for a two-pass assembler.</p> <p>Categorise assembly language instructions.</p> <p>Explain the different modes of addressing.</p> <p>Follow assembly language instructions to dry run a program.</p> <p>Perform shifts on a binary number.</p> <p>Explain the impact of a shift on a binary number.</p>	
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	Use bit manipulation to check values in registers.					
Methods of Assessment	9618/1	Specimen paper	Q1	9618/3	Specimen paper	Q8
	9608/11	Jun 18	Q2, 8c	9618/4	Specimen paper	Q1, 2, 3,
	9608/11	Jun 17	Q3, 4d	9608/41	June 16	Q4, 5, 6b, c
	9608/12	Jun 18	Q4, 5a, 5b, 5c	9608/41	June 17	Q1, 4
	9608/12	Jun 17	Q3, 4c	9608/42	June 17	Q1, 2, 3
	9608/13	Jun 18	Q3c, 6a-d	9608/41	June 18	Q1, 5
	9618/1	Specimen paper	Q2	9608/42	June 18	Q2, 4
	9608/11	Jun 18	Q1, Q5a, b	9608/41	Nov 16	Q1b, c, 3
	9608/12	Jun 17	Q6a, b	9608/42	Nov 16	Q1b, c, 3
	9608/11	Nov 18	Q2	9608/41	Nov 17	Q3, 4, 6
	9608/12	Nov 18	Q2	9608/42	Nov 17	Q3, 5, 6
	9608/31	Jun 16	Q1	9608/41	Nov 18	Q1, 2c, 5
	9608/31	Jun 17	Q5a	9608/42	Nov 18	Q2, 4
	9608/31	Jun 18	Q3a			
	9608/31	Nov 17	Q1a, ci, cii			
	9608/32	Nov 17	Q1			
	9608/31	Jun 16	Q1			
	9608/31	Jun 17	Q5a _{iii}			
	9608/32	Jun 18	Q3a, b, c			
	9608/31	Nov 17	Q1			
	9618/1	Specimen paper	Q4, 5			
	9608/11	Jun 18	Q4, Q7			
	9608/11	Jun 17	Q2			
	9608/12	Jun 18	Q2			
	9608/12	Jun 17	Q2c			
	9608/13	Jun 18	Q5, Q7			
	9608/12	Jun 16	Q1, Q3, 6			
	9608/11	Nov 17	Q5			
	9608/11	Nov 18	Q1a			
	9608/12	Nov 17	Q6			
	9608/13	Jun 17	Q3a, b, Q6a, b			
	9608/32	Jun 17	Q3a, b, Q6a			
	9608/31	Jun 18	Q7			

	9608/32 Jun 18 Q6a, b 9608/31 Nov 17 Q6a, b 9608/31 Jun 16 Q6 9608/31 Jun 17 Q3a, b, 6 9608/32 Jun 17 Q3a, b 9608/32 Jun 17 Q6 9608/32 Jun 18 Q7 9608/31 Nov 17 Q5ai 9608/31 Nov 17 Q6 9608/32 Nov 17 Q5a 9608/32 Nov 17 Q6 9608/11 Jun 18 Q8a, b 9608/11 Jun 17 Q4a 9608/12 Jun 17 Q5 9608/13 Jun 18 Q3a, b 9608/12 Nov 16 Q5 9608/11 Nov 17 Q4 9608/11 Nov 18 Q4a, b, d 9608/12 Nov 17 Q4 9608/12 Nov 18 Q3, 4 9608/31 Jun 17 Q6c 9608/32 Jun 17 Q6c	
Term 3	<u>Theory fundamentals</u>	<u>Advanced theory</u>
Topic and Content	System software Security, privacy and data integrity Databases Ethics and ownership	Logic circuits and Boolean algebra Hardware and virtual machines System software Security Artificial Intelligence (AI)

<p>Skills</p>	<p>Explain why a computer system requires an Operating System.</p> <p>Explain the key management tasks carried out by the Operating System.</p> <p>Explain the need for utility software.</p> <p>Describe the purpose and function of typical utility software.</p> <p>Explain the purpose of program libraries and the benefits of using a library (including DLL).</p> <p>Identify the purpose of an assembler, compiler and interpreter.</p> <p>Explain the benefits of using a compiler and/or interpreter in a given situation.</p> <p>Describe the features found in an IDE.</p> <p>Explain the difference between security, integrity and privacy of data.</p> <p>Describe the threats to data and computer systems.</p> <p>Explain how threats can be prevented or restricted.</p> <p>Describe methods to secure data.</p> <p>Describe different validation routines.</p> <p>Explain how verification can be used to make sure data is the same as the original.</p> <p>Explain how data can be verified during data entry and transfer.</p> <p>Explain the need for ethics and to act ethically.</p>	<p>Describe Reduced Instruction Set Computers (RISC) and Complex Instruction Set Computers (CISC) processors.</p> <p>Explain the importance and use of pipelining and registers in RISC processors.</p> <p>Describe the four basic computer architectures (SISD, SIMD, MISD, MIMD).</p> <p>Describe the characteristics of massively parallel computers.</p> <p>Describe the concept, benefits and limitations of a virtual machine.</p> <p>Produce truth tables for logic circuits including half adders and full adders.</p> <p>Describe the function and create a truth table for a flip-flop (SR, JK).</p> <p>Use Boolean algebra to manipulate Boolean expressions.</p> <p>Describe the use of, and use a Karnaugh map (K-map).</p> <p>Explain how an OS can maximise the use of resources.</p> <p>Describe the ways in which the user interface hides the complexities of the hardware from the user.</p> <p>Describe how processes are managed by the OS.</p> <p>Describe the use of virtual memory, paging and segmentation for memory management.</p> <p>Explain how an interpreter can execute programs without producing a translated version.</p> <p>Describe the various stages in the compilation of a program.</p>
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	<p>Discuss the impact of acting ethically and unethically.</p> <p>Identify ways a person can act ethically and/or unethically in a given situation.</p> <p>Describe the key features of a range of software licences.</p> <p>Identify the need for Artificial Intelligence (AI).</p> <p>Discuss the benefits and drawbacks of AI.</p> <p>Explain the limitations of a file-based approach.</p> <p>Describe the features of a relational database that addresses the limitations of a file-based approach.</p> <p>Create entity-relationship (E-R) diagrams to document a database design.</p> <p>Describe the normalisation process of a database.</p> <p>Create a normalised database design for a given database description.</p> <p>Explain how a DBMS addresses the limitations of a file-based approach.</p> <p>Describe the features and software tools of a DBMS.</p> <p>Follow DDL and DML commands written in SQL.</p> <p>Write SQL scripts to perform DDL and DML tasks.</p>	<p>Use Backus-Naur Form (BNF) and syntax diagrams to express the grammar of a language.</p> <p>Use Reverse Polish Notation (RPN) to carry out the evaluation of expressions.</p> <p>Define the key terms associated with encryption.</p> <p>Describe the use of encryption, symmetric and asymmetric encryption.</p> <p>Explain the purpose and use of SSL and TLS.</p> <p>Explain how digital certificates are used.</p> <p>Explain how graphs can be used to aid Artificial Intelligence (AI).</p> <p>Use A* and Dijkstra's algorithms to perform searches on a graph</p> <p>Explain how artificial neural networks help with machine learning.</p> <p>Explain the use of Deep Learning, Machine Learning and Reinforcement Learning and the reasons for using these methods.</p> <p>Describe back propagation and regression methods in machine learning</p>																														
<p>Methods of Assessment</p>	<table border="1"> <tr> <td>9608/11</td> <td>Jun 18</td> <td>Q3</td> </tr> <tr> <td>9608/11</td> <td>Jun 17</td> <td>Q6</td> </tr> <tr> <td>9608/12</td> <td>Jun 18</td> <td>Q1</td> </tr> <tr> <td>9608/12</td> <td>Jun 17</td> <td>Q4</td> </tr> <tr> <td>9608/12</td> <td>Nov 16</td> <td>Q8</td> </tr> </table>	9608/11	Jun 18	Q3	9608/11	Jun 17	Q6	9608/12	Jun 18	Q1	9608/12	Jun 17	Q4	9608/12	Nov 16	Q8	<table border="1"> <tr> <td>9618/3</td> <td>Specimen paper</td> <td>Q3</td> </tr> <tr> <td>9608/31</td> <td>Jun 16</td> <td>Q3, 5</td> </tr> <tr> <td>9608/31</td> <td>Jun 17</td> <td>Q3c, d</td> </tr> <tr> <td>9608/32</td> <td>Jun 17</td> <td>Q3c, d</td> </tr> <tr> <td>9608/32</td> <td>Jun 18</td> <td>Q4</td> </tr> </table>	9618/3	Specimen paper	Q3	9608/31	Jun 16	Q3, 5	9608/31	Jun 17	Q3c, d	9608/32	Jun 17	Q3c, d	9608/32	Jun 18	Q4
9608/11	Jun 18	Q3																														
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9608/32	Jun 17	Q3c, d																														
9608/32	Jun 18	Q4																														

	9608/12	Nov 17	Q1	9608/31	Nov 16	Q4
	9608/12	Nov 17	Q2	9608/32	Nov 16	Q5
	9608/12	Nov 18	Q6b, c	9608/31	Nov 17	Q2
	9618/1	Specimen paper	Q4	9608/31	Nov 17	Q5b, c, d
	9608/11	Jun 18	Q6	9608/32	Nov 17	Q2
	9608/11	Jun 17	Q5	9608/32	Nov 17	Q3
	9608/11	Jun 17	Q7civ, cv	9608/32	Nov 17	Q5b, c
	9608/12	Jun 18	Q3	9618/3	Specimen paper	Q4
	9608/13	Jun 18	Q4	9608/32	Jun 18	Q5
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	9608/12	Nov 18	Q6a	9608/31	Nov 16	Q2, 3
	9608/31	Jun 17	Q2a, b	9608/32	Nov 16	Q2, 3
	9608/32	Jun 18	Q6a	9608/31	Nov 17	Q3
	9608/31	Nov 16	Q6a	9608/32	Nov 17	Q3
	9618/1	Specimen paper	Q4e	9618/3	Specimen paper	Q5
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	9608/11	Nov 18	Q3	9608/31	Jun 17	Q2c
	9608/11	Nov 18	Q5	9608/32	Jun 17	Q2
	9608/12	Nov 17	Q5	9608/31	Nov 16	Q6
	9608/12	Nov 18	Q5	9608/31	Nov 17	Q4
	9618/1	Specimen paper	Q3	9618/3	Specimen paper	Q6
	9608/11	Jun 17	Q1			
	9608/12	Jun 18	Q7			
	9608/12	Jun 17	Q1			
	9608/13	Jun 18	Q2			
	9608/12	Nov 16	Q9			
	9608/11	Nov 17	Q7			
	9608/11	Nov 18	Q7			
	9608/12	Nov 17	Q7			
Term 4	<u>Exam Revision</u>			<u>Exam Revision</u>		
Topic and Content						

Skills		
Methods of Assessment		