

	<b>Year 10</b>					
	Lesson 1		Lesson 2		Lesson 3	
<b>Autumn Term</b>						
Week 1	2.4.1 Boolean logic	2.4.1 Boolean Logic 1.2.3 Units	2.4.1 Boolean logic 1.2.3 Units	1.4.1 Threats to computer systems and networks 1.4.1 Threats to computer systems and networks	2.3.1 Defensive design 2.3.1 Defensive design	1.4.1 Threats to computer systems and networks 1.4.2 Identifying and preventing vulnerabilities
Week 2	2.4.1 Boolean logic					
Week 3	1.2.4 Data storage - Numbers	1.2.4 Data storage - Numbers	1.2.4 Data storage - Numbers	1.4.2 Identifying and preventing vulnerabilities 1.5.1 Operating systems	2.3.1 Defensive design 2.3.1 Defensive design	1.4.2 Identifying and preventing vulnerabilities
Week 4	1.2.4 Data storage - Numbers					
Week 5	1.2.4 Data storage - Characters	2.1.1 Computational thinking	2.1.1 Computational thinking	1.5.1 Operating systems	2.3.1 Defensive design	1.5.1 Operating systems
Week 6	1.2.4 Data storage - Characters	Practical Programming		2.3.2 Testing	2.3.2 Testing	
<b>Half Term</b>						
Week 7	1.2.4 Data storage - Images	2.1.2 Designing, creating and refining algorithms	2.1.2 Designing, creating and refining algorithms	1.5.2 Utility software	2.3.2 Testing	1.5.2 Utility software
Week 8	1.2.4 Data storage - Images	2.1.2 Designing, creating and refining algorithms		1.5.2 Utility software	2.3.2 Testing	
Week 9	1.2.4 Data storage - Sound	2.1.2 Designing, creating and refining algorithms	2.1.2 Designing, creating and refining algorithms	1.6.1 Ethical, legal, cultural and environmental impact	2.5.1 Languages	1.6.1 Ethical, legal, cultural and environmental impact
Week 10	1.2.4 Data storage - Sound	2.1.2 Designing, creating and refining algorithms		1.6.1 Ethical, legal, cultural and environmental impact	2.5.1 Languages	
Week 11	1.2.5 Data storage - Compression	2.1.2 Designing, creating and refining algorithms	2.1.2 Designing, creating and refining algorithms	1.6.1 Ethical, legal, cultural and environmental impact	2.5.2 The Integrated Development Environment (IDE)	1.6.1 Ethical, legal, cultural and environmental impact
Week 12	1.2.5 Data storage - Compression	Practical Programming		1.6.1 Ethical, legal, cultural and environmental impact	2.5.2 The Integrated Development Environment (IDE)	
<b>End of Term</b>						
<b>Spring Term</b>						
Week 1	1.1.1 Architecture of the CPU	2.2.1 Programming fundamentals	2.2.1 Programming fundamentals	Programming Revision	Programming Revision	Programming Revision
Week 2	1.1.1 Architecture of the CPU	2.2.2 Data types		Programming Revision	2.1.3 Searching and sorting algorithms	
Week 3	1.1.1 Architecture of the CPU	2.2.2 Data types	2.2.2 Data types	2.1.3 Searching and sorting algorithms	2.1.3 Searching and sorting algorithms	2.1.3 Searching and sorting algorithms
Week 4	1.1.1 Architecture of the CPU	2.2.2 Data types		Searching and Sorting Practical Programming skills	Searching and Sorting Practical Programming skills	
Week 5	1.1.1 Architecture of the CPU	2.2.1 Programming fundamentals	2.2.1 Programming fundamentals	Searching and Sorting Practical Programming skills	Searching and Sorting Practical Programming skills	Searching and Sorting Practical Programming skills
Week 6	1.1.2 CPU Performance	1.1.2 CPU Performance		Searching and Sorting Practical Programming skills	Searching and Sorting Practical Programming skills	
<b>Half Term</b>						
Week 7	1.1.3 Embedded systems	2.2.1 Programming fundamentals	2.2.1 Programming fundamentals	Mocks	Mocks	Mocks
Week 8	1.1.3 Embedded systems	2.2.1 Programming fundamentals		Theory Revision	Practical Programming Skills Revision	
Week 9	1.2.1 Primary storage (Memory)	2.2.3 Additional programming techniques	2.2.3 Additional programming techniques	Theory Revision	Practical Programming Skills Revision	Theory Revision
Week 10	1.2.1 Primary storage (Memory)	2.2.3 Additional programming techniques		Theory Revision	Practical Programming Skills Revision	
Week 11	1.2.2 Secondary storage	2.2.3 Additional programming techniques	2.2.3 Additional programming techniques	Theory Revision	Practical Programming Skills Revision	Theory Revision
Week 12	1.2.2 Secondary storage	2.2.3 Additional programming techniques		Theory Revision	Practical Programming Skills Revision	
<b>End of Term</b>						
<b>Summer Term</b>						
Week 1	1.2.2 Secondary storage	2.2.3 Additional programming techniques	2.2.3 Additional programming techniques	Theory Revision	Practical Programming Skills Revision	Theory Revision
Week 2	1.2.2 Secondary storage	Practical Programming Skills		Theory Revision	Practical Programming Skills Revision	
Week 3	1.2.2 Secondary storage	Practical Programming Skills	Practical Programming Skills	Theory Revision	Practical Programming Skills Revision	Theory Revision
Week 4	1.3.1 Networks and topologies	Practical Programming Skills		Theory Revision	Practical Programming Skills Revision	
Week 5	1.3.1 Networks and topologies	Practical Programming Skills	Practical Programming Skills	Theory Revision	Theory Revision	Theory Revision
Week 6	1.3.1 Networks and topologies	Practical Programming Skills		Theory Revision	Theory Revision	
<b>Half Term</b>						
Week 7	1.3.1 Networks and topologies	1.3.1 Networks and topologies	1.3.1 Networks and topologies			
Week 8	1.3.1 Networks and topologies	1.3.1 Networks and topologies				
Week 9	1.3.2 Wired and wireless networks, protocols and layers	1.3.2 Wired and wireless networks, protocols and layers	1.3.2 Wired and wireless networks, protocols and layers			
Week 10	1.3.2 Wired and wireless networks, protocols and layers	1.3.2 Wired and wireless networks, protocols and layers				
Week 11	1.3.2 Wired and wireless networks, protocols and layers	1.3.2 Wired and wireless networks, protocols and layers	1.3.2 Wired and wireless networks, protocols and layers			
Week 12	Exam Prep	Year 10 Exam				
<b>End of Term</b>						