## Computing



|  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \stackrel{m}{2} \\ & \stackrel{y}{\omega} \\ & \end{aligned}$ |  | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
|  | $\begin{aligned} & \text { D } \\ & \frac{0}{0} \\ & \frac{\phi}{3} \\ & \text { ㅇ } \end{aligned}$ | 1.3.3 Networks <br> 1.4.2 Data structures part 2 | 1.4.1 Data Types <br> 1.2.2 Application Generation 2.2.1 Programming techniques | 1.4.3 Boolean algebra <br> 1.5.1 Computer related legislation <br> 1.5.2 Ethical, moral and cultural issues | 2.2.2 Computational methods <br> 2.3.1 Algorithms | Revision |  |
|  | $\frac{\text { ๓ }}{\frac{\overline{\bar{\prime}}}{\text { en }}}$ | OOP and procedural implementation of data structures <br> Read and write Pseudocode <br> Read and write Trace tables | Binary Arithmetic | Long Answer Questions | Create algorithms to solve problems <br> Apply key computational algorithms to solve problems |  |  |
|  |  | Past Questions on Data Structures | Past Questions on Application Generation \& data <br> Mock Exam | Past Questions on legal/issues and computational methods | Past Questions on Algorithms <br> Mock Exam |  |  |

