



Year 10 - Big Picture (GCSE Computing 2023)

Y10 Autumn 01	Y10 Autumn 02
Weeks 1 – 7 (7 weeks)	Weeks 8 – 15 (8 weeks)
Component 1 – Computer Systems	1.2.3 Units of data storage - Data representation
1.1 – Systems architecture	Units
1.1.1 Architecture of the CPU - Purpose of CPU &	Bit
fetch-execute cycle	Byte
1.1.1 Architecture of the CPU - Common CPU	KB to TB
components and their functions: ALU CU cache	
registers	1.2.4 Data storage - How to convert positive denary whole
1.1.1 Architecture of the CPU - Von Neumann	numbers and vice versa & Why Binary
Architecture, MAR, MDR, Program Counter and	, ,
Accumulator	Binary representation of ASCII in the exam will use 8
1.1.2 CPU performance - How common	bits
characteristics of CPUs affect their performance:	Binary Addition & Shifts
clock speed, cache size and number of cores	Hexadecimal & Check Digits
1.1.3 Embedded Systems - The purpose and	Character sets
characteristics of embedded systems	Images
1.2 Memory and Storage	Sound
1.2.1 Primary Memory (storage) – The need for	Data Calculations
primary storage	1.2.5 Compression - The need for compression
1.2.1 Primary Memory – The difference of RAM and	1.2.5 Compression - Types of compression:
ROM	Lossy and lossless.
1.2.1 Primary Memory – The purpose of ROM and	2000 4 414 100010001
RAM.	
1.2.1 Primary Memory – The virtual memory	
1.2.2 Secondary Storage – The need for secondary	
storage	
1.2.2 Secondary Storage - Common types of storage:	
optical, magnetic and solid state	
1.2.2 Secondary Storage - advantages and	
disadvantages of different storage media relating to	
these characteristics: capacity, speed, portability,	
durability, reliability, cost.	
Assessment Objectives	Assessment Objectives
This is the knowledge, application and skills assessed by the Big	This is the knowledge, application and skills assessed by the Big
Test:	Test:
Mini Test on 1.1.1 -1.2.2 Paper 1	BIG TEST WK 8: 1.1-1.2

Mini Test on 1.2.3 – 1.2.5 Paper 1





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W00 1 01	W. C. J. C.
Y10 Spring 01	Y10 Spring 02
Weeks (6 weeks)	Weeks(5 weeks)
Computer networks, connections and protocols	1.4 Network security
.1 Networks and Topologies - the LAN and WAN	1.4.1 Threats to computer systems and networks – forms of
1.3.1 Factors that affect the performance of networks	attacks: malware, social engineering, brute-force attacks,
1.3.1 Different roles of computers in a client-server and a	denial of service attacks, data interception and theft, SQL
peer-to- peer network.	injection.
1.3.1 Hardware needed to connect stand-alone	1.4.2 Identifying and preventing vulnerabilities – common
computers into a LAN, includes: wireless access points,	prevention methods: penetration testing, anti-malware
routers, switches, NIC and Transmedia media.	software, firewalls, user access levels and passwords,
1.3.1 Internet as a worldwide collection of computer	encryption and physical security.
networks: DNS, Hosting, the cloud and web server and	
clients	1.5 Systems Software
1.3.1 Star and Mesh network technologies	1.5.1 Operating systems – purpose and functionality of
1.3.2 Wired and wireless networks, protocols and layers.	operating systems: user interface, memory, peripheral, user
1.3.2 Modes of connections: wired ethernet, wireless wi-	and file management.
fi and Bluetooth ; Encryption	1.5.2 Utility Software – purpose and functionality of utility
1.3.2 IP Addressing and MAC addressing; (IPv4 and IPv6)	software: encryption software, defragmentation and data
1.3.2 Network Standards	operations
1.3.2 Common protocols including: TCP/IP, HTTP.HTTPS,	
FTP, POP, IMAP, SMTP.	
1.3.2 Concept of layers; How and Benefits	
Assessment Objectives	Assessment Objectives
This is the knowledge, application and skills assessed by the Big	This is the knowledge, application and skills assessed by the Big
Test:	Test:
Mini Test 1.3.	NO. 17. 14.4
IVIIII 1 CSt 1.J.	Mini Test 1.4
	Big Test 2: 1.1-1.5





Year 10 – Big Picture (GCSE Computing 2023)

Y10 Summer 01	Y10 Summer 02
Weeks –(5 weeks)	Weeks –(7 weeks)
Content 2 – Computational thinking, algorithms and	
programming	2.2 Programming Fundamentals
1.6 Ethical, legal, cultural and environmental impacts of	2.2.1 Programming fundamentals – The use of variables,
digital technology	constants, operators, inputs, outputs and assignments.
1.61 Impacts of digital technology on wider society	2.2.1 The use of the three basic programming constructs:

including: Ethical & legal issues

Cultural, Environmental and privacy issues
Legislations relevant to Computer Science:
The Data Protection Act 2018, Computer Misuse Act
1990, Copyright Designs and Patents Act 1988
Software licences (i.e. open source and proprietary
software)

- 2.1.1 Algorithms Computational Thinking:
 Abstraction, Decomposition & Algorithmic thinking
- 2.1.1 Searching and sorting algorithm: Searching algorithms: Binary and linear search
- 2.1.2 Designing, creating and refining algorithms Identify the inputs, processes, and outputs for a problem, structure diagrams.
- 2.1.2 Algorithms create, interpret, correct or complete and refine algorithms using: Pseudocode, flowcharts and high/low -level language
- 2.1.4: Create, interpret, correct, complete, and refine algorithms using: o pseudocode o flowcharts o reference language / high level programming language, trace tables

- 2.2.1 The use of the three basic programming constructs: sequence, selection and iteration.
- 2.2.1 The common arithmetic operators, comparison and Boolean operators AND, OR and NOT.
- 2.2.2 Data types include: integer, real, casting, character and string.
- 2.2.3 Additional programming techniques
- 2.2.3 The use of basic string manipulation
- 2.2.3 The use of basic file handling operation: open, read, write and close.

To Be Covered Sept 2025

2.3 Producing Robust Programs

- 2.3.1 Defensive Design Considerations, anticipating misuse and authentication.
- 2.3.1 Defensive Design Input validation and maintainability include: use of sub programs, naming conventions, indentation and commenting.
- 2.3.2 Testing the purpose of testing: final, iterative & terminal
- 2.3.2 Testing identifying syntax and logic error
- 2.3.2 Selecting and using suitable test data: Normal, boundary and invalid and erroneous.

2.4 Boolean Logic

- 2.4.1 Simple logic diagrams using AND, OR and NOT
- 2.4.1 Truth tables and combining Boolean operators using AND, OR and NOT.
- 2.4.1 Applying logical operators in the truth to solve problems
- Understanding of how to create, complete or edit logic diagrams and truth tables for given scenarios
- Knowledge of the truth tables for each logic gate
- 2.5 Programming languages and Integrated Development Environments
- 2.5.1 Languages characteristics and purpose of different level of programming language: High-level & low-level languages.
- 2.5.1 The purpose of translators and characteristics of a compiler and an interpreter.





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	2.5.2 The Integrated Development Environment (IDE) - common tools and facilities available in an IDE: editors, error diagnostics2.5.1 Languages – characteristics and purpose of different level of programming language: Highlevel & low-level languages. 2.5.1 The purpose of translators and characteristics of a compiler and an interpreter. 2.5.2 The Integrated Development Environment (IDE) - common tools and facilities available in an IDE: editors, error diagnostics, run-time environment and translators.	
Assessment Objectives	Assessment Objectives	
This is the knowledge, application and skills assessed by the Big	This is the knowledge, application and skills assessed by the Big	
Test:	Test:	
Mini Test: 1.6	Dates to be decided	
Mini Test 2.1		
	Big Test: Mock Exam Paper 1 and Paper 2 (2.1-2.3)	
Big Test		