Our specialisms: Fundamentals of components of a computer, networking & the internet, programming and Different way computers represent data.

In KS3 Computer Science at Salvatorian, students cover topics and skills over three years, gaining a solid foundation in computer science, e-safety, computer components, malware, laws, logic gates, and network topologies. They also learn about legal and ethical considerations, including intellectual property, data protection, and online privacy. In Year 9, they delve into programming concepts, algorithms, pseudocode, computer hardware, software, digital systems, and programming languages like Python.

In KS4 GCSE, students gain a comprehensive understanding of computer science, covering programming, algorithms, data representation, computer systems, databases, cybersecurity, and artificial intelligence. Year 10 focuses on core topics and introduces advanced ones like computer systems and databases. Year 11 includes practical activities, programming projects, and assessments. The program concludes with a formal written examination, providing a strong foundation in computer science for further study or careers in the field.

Term	Autumn 1		Autumn 2		Spring 1	Spring 2		Summer 1	Summer 2
Year 7	Computer Fundamentals This topic teaches students how to use a computer, including logging in, opening applications like Word, accessing email and OneDrive, and saving files. Learning to Use Microsoft Word This topic introduces students to Microsoft Word, focusing on basic features such as creating, editing, and formatting documents. Colour Hat Hackers This topic explores the different types of hackers, categorized by "hat" colours: white hat (ethical hackers), black hat (illegal hackers who may act ethically or unethically).	Test	 Passwords This topic covers the importance of strong, secure passwords in protecting personal and online information E-safety Understanding how to stay safe online and outing the dangers that excise online. Phishing Students will look at how this attack works, looking at real life examples and ways we can identify and avoid the attack. 	Test	 Practical assessment This topic introduces students to Scratch, a visual programming language. 	 Practical assessment This topic introduces students to Scratch, a visual programming language. 	Practical	 Malware Identifying the different types of malwares and understanding how each one damages a computer is a different way. Computers Students learn that computers are not just what they use to play games on but actually many things they use in their daily life is also a type of computer. 	 Practical assessment Putting togethers everything the students have learnt this year, students will be tasked with creating an outline plan for an app that students can use to help with their studies at home.

	E-safety		Computer Components -		Learning the Basics of	Learning the Basics of		Hexadecimal	Ethical, cultural,
	 Understanding how to 		software		HTML and Projects	HTML and Projects			environmental issues with AI
	stay safe online and		Software refers to the		This topic teaches			Students will learn how	
	outing the dangers		programs and		students the	This topic teaches		to convert binary	Students will explore the
	that excise online.		operating systems that run on a		fundamentals of HTML	students the		numbers to	ethical, cultural, and
			computer, enabling it		(Hypertext Markup	fundamentals of HTML		hexadecimal by	environmental issues
	Embedded systems		to perform tasks and		Language) for	(Hypertext Markup		grouping the binary	surrounding AI, including
	 Students will dive 		manage hardware		creating web pages.	Language) for creating		digits into sets of four	concerns about bias,
	deeper into what a		resources, including		Students will learn	web pages. Students will		(starting from the right),	privacy, job displacement,
	computer is by		system software (e.g.,		about basic HTML	learn about basic HTML		and then converting	cultural impacts, and the
	looking at the		operating systems)		tags, structure, and	tags, structure, and		each group into its	environmental effects of Al's
	different types that		and application	ele	elements like	elements like headings,		equivalent	energy consumption and
	excised, such as		software (e.g., word		headings,		hexadecimal value (0-9,	resource use.	
	embedded systems		processors, browsers).		paragraphs, links, and images. They will apply this knowledge to create their own			A-F).	
Year	are and what they		Binary			this knowledge to create	5		
	are used for.	Test	Students will learn the	Test		their own simple web projects.	about	Networking	
8	Public network	Te	fundamentals of the						Revision for EOY
	Public network		binary number		simple web projects.			stodorns will loann	
	attacks involve		system, understand					about the	
	various threats like		how binary digits (0					technology that	
	man-in-the-middle,		and 1) represent data					enables	
	packet sniffing, and		in computers, and					computers and	
	rogue hotspots,		practice converting binary numbers to					other devices to	
	targeting vulnerable,		decimal by applying					communicate with	
	unsecured networks		positional value and					each other over a	
	to steal data or hijack		powers of 2.					network.	
	sessions, which can		powers or z.						
	be mitigated through								
	encryption, VPNs, and secure practices.								
	secure practices.								

			1			
	Embedded systems	Logic gates	Python	Python		Ethical, cultural,
	Students will dive		This tanks in the state	This tauta interval	Network topologies &	environmental issues
	deeper into what a	When learning about	This topic introduces	This topic introduces	threats	The state of the state of the state
	computer is by	logic gates, students	students to Python, a	students to Python, a		They will learn about
	looking at the	will learn about the	beginner-friendly	beginner-friendly	Students will learn	the ethical and moral
	different types that	basic building blocks	programming	programming language.	about different	considerations
	excised, such as	of digital circuits and	language. Students	Students will learn basic	networking	surrounding the use of
	embedded systems	computer systems.	will learn basic	concepts such as	topologies, such	technology, such as
	are and what they	Logic gates are the	concepts such as	variables, data types,	as star, bus, ring,	privacy, security, and
	are used for.	fundamental	variables, data types,	loops, and conditionals,	and mesh, and	intellectual property
	Secondary Storage	elements of digital	loops, and	and how to write simple	how they	rights.
	 students will learn 	circuits, used to	conditionals, and how	programmes.	determine the	
	about the different	process and transmit	to write simple		layout and	Revision for EOY
	types of storage	binary signals.	programmes.		communication	
	devices, their				flow in a network,	
	advantages and	Binary and hexadecimal			as well as the	
	disadvantages, and				potential security	
	how data is stored	Students will learn			threats each	
	and retrieved from	how to convert			topology faces,	
	them. They will also	decimal numbers			including data	
	learn about file	(base 10) to binary			interception,	
	systems, storage	(base 2) and			denial of service,	
X	capacity, and data	hexadecimal (base			and unauthorised	
Year	management	16) representations.			access.	
9	techniques.	They will learn the				
		concepts and				
		algorithms used to				
		perform these				
		conversions, as well as				
		the advantages and				
		disadvantages of				
		different number				
		systems.				
		Networking				
		students will learn				
		about the technology				
		that enables				
		computers and other				
		devices to				
		communicate with				
		each other over a				
		network.				

 Students will gain a fundamental understanding of digital logic and computer systems. They will learn about the basic building blocks of digital logic, si as AND, OR, and NOT gates, and how they ar used to perform logical operations. Students will also learn about decimal to binar and hexadecimal conversions, which are important for understanding how computers store and process data. Additionally, students vilearn about computation thinking, which involves breaking down comple problems into smaller, n manageable steps and using algorithms and logito for fully students. 	 compression, students learn about the different methods and technolog used to store, process, transmit multimedia da such as images, audio video. They will learn about different image and and file formats, such as JP PNG, and MP3, and has they are used to represe images and sound in a digital format. 	ges and ethical, legal, cultural, and environmental impacts, students will gain a foundation in programming concepts and practices. They will learn how to write code in Python, a widely used programming language, and understand the basic	Defensive design and the architecture of the CPU, students will gain a deeper understanding of computer systems and how they are designed to operate securely. They will learn about defensive design techniques and strategies, including input validation, error handling, and security testing, to create software that is resilient against security threats.	When learning about secondary storage and utility software, students will gain an understanding of the different types of storage used in computing systems. They will learn about secondary storage devices, including hard disk drives, solid-state drives, and cloud storage, and how they are used to store and retrieve data. Additionally, students will learn about utility software, including tools and applications used to manage, maintain, and optimize computer systems. This includes understanding the different types of utility software, such as disk defragmenters, backup software, and anti-virus software, and how they can be used to increase efficiency, ensure data security, and improve overall system performance. By the end of the unit, students will have a solid understanding of secondary storage and utility software, and how they are used to manage and maintain computer systems.
---	--	--	---	--

	1		[D
Year 11	Students will gain an in-depth understanding of the central processing unit (CPU) and how it functions within a computer system. They will learn about the different components of the CPU, including the control unit, arithmetic logic unit, and cache, and how they work together to execute instructions and perform tasks. Additionally, students will learn about CPU performance and how it can be measured and optimized. This includes understanding the different factors that influence CPU performance, such as clock speed, number of cores, and memory, and how they can be used to improve the overall performance of a computer system. By the end of the unit, students will have a solid understanding of the architecture of the CPU and CPU performance, and how they impact the performance and efficiency of a computer system.	Mock Exam 2	Students will understand of the different types of network configurations and how they are used to connect devices. They will learn about different network topologies, including bus, star, and mesh networks, and the advantages and disadvantages of each. Additionally, students will learn about the various security threats that can impact computer systems, including viruses, malware, and hacking, and how to protect against these threats. This includes understanding the different types of security measures, such as firewalls, antivirus software, and encryption, and how they can be used to secure computer systems and networks. By the end of the unit, students will have a solid understanding of networking topology and the various security threats to computer systems, and how to protect against them.	Mock Exam 3	When learning about different searching and sorting algorithms, students will gain an understanding of various methods used to search and sort data. They will learn about different types of searching algorithms, such as linear search, binary search, and hash table, and how they can be used to find specific data within a large dataset. Additionally, students will learn about different sorting algorithms, including bubble sort, insertion sort, and quick sort, and how they can be used to efficiently sort data. This includes	Revision in preparation for end of year exams.
					,	

	1				
Year 12	 Unit 1 - Operating Systems, Processors, and Storage Covers key concepts in operating systems, processors, and storage, including the purpose and types of operating systems (distributed, embedded, multi-user, etc.), memory management techniques (paging, segmentation, virtual memory), and scheduling algorithms. It also explores CPU interrupts, BIOS, device drivers, virtual machines, processor types (CISC vs. RISC), GPU uses, multicore systems, and different types of input, output, and storage devices (magnetic, flash, optical, RAM, ROM). Unit 11 – Python Programming Programming fundamentals cover key concepts such as programming constructs (sequence, iteration, branching), recursion versus iterative approaches, and the use of global and local variables. It also includes understanding modularity, functions, procedures, parameter passing (by value and by reference), using an IDE for development and debugging, and applying object-oriented programming techniques. 	Mock Exam 2	 Unit 2 - Memory Management This unit explores the role of operating systems, including their need, functions, and purposes, as well as memory management, interrupts, and scheduling techniques. It covers BIOS, device drivers, virtual machines, and the difference between open source and closed source software. Additionally, students will learn about translators (interpreters, compilers, assemblers), the stages of compilation, linkers, loaders, and libraries. The unit also introduces data compression (lossy vs. lossless, RLE), encryption methods (symmetric and asymmetric), and hashing techniques. Unit 5 - Web technologies This unit covers key concepts in web development and networking, including HTML for structuring web pages, JavaScript for interactive functionality, and various networking topologies (such as star, bus, and mesh). It also explores hardware components, including processors, memory, storage devices, and the role of networking in communication. Students will learn how these technologies work together to create efficient, functional systems and 	Mock Exam 3	This unit cov lossless, Run hashing), al databases, and transac including pi packet/circ difference k architecture This unit cov focusing on sets based a learn to assi compare a algorithms f linked lists) a insertion sor path, A*, bin
			Students will learn how these technologies work		

This unit covers data compression techniques (lossy vs. lossless, Run Length Encoding, encryption methods, and hashing), along with database concepts like relational databases, keys, normalization, SQL, referential integrity, and transaction processing. It also explores networking, including protocols, the TCP/IP stack, DNS, LANs, WANs, packet/circuit switching, network security, and the difference between client-server and peer-to-peer architectures.

This unit covers the analysis and design of algorithms, focusing on their suitability for different tasks and data sets based on execution time and space. Students will learn to assess algorithm efficiency using Big O notation, compare algorithm complexities, and understand key algorithms for data structures (stacks, queues, trees, linked lists) and standard algorithms (bubble sort, insertion sort, merge sort, quick sort, Dijkstra's shortest path, A*, binary search, and linear search).