

# Y11 COMPUTER SCIENCE



## COMPUTER SCIENCE AT YARDLEYS

**INTENT:** Through our ambitious computing curriculum our learners will have access to a broad and balanced range of topics including: digital literacy, computational thinking and modern technology. Yardley’s computing curriculum will provide students with an understanding of how computing underpins today’s modern lifestyle and has made the world better, faster and more connected. We ensure that the students at Yardleys can develop to become masters and creators in this field, to aid them in their development of our rapidly changing technological world.

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In year 11 students will be required to apply their knowledge of programming and different languages and IDE to their work.

## Year 11

	<b>Impact of digital technology Programming techniques Robust Programs</b>	<b>Computational Logic Languages and IDE</b>	<b>Exam Preparation</b>
<b>SUBSTANTIVE KNOWLEDGE</b>	Impact of digital technology on wider society Programming using Python Testing Errors Validation	Logic gates Truth tables Levels of programming Translators	
<b>DISCIPLINARY KNOWLEDGE (primary focus in capitals)</b>	Use of Programming language Use simple arithmetic expressions in assignment statements to calculate values Sequencing and selection Understanding of Integers Role of Iteration	Knowledge of the truth tables for each logic gate Recognition of each gate symbol Understanding of how to create, complete or edit logic diagrams and truth tables for given scenarios	