

Computer Science Department

Ormiston Park Academy

 = Assessment



Go to Sixth Form or College to study A Levels or other qualifications



Start a local apprenticeship



GCSE Exams

5. Revision – Revision

4. Ethical, legal, cultural issues/
Integrated dev environment

Digital technology
Professional bodies
Principles
Ethics

Cultural issues

Environmental issues
Digital divide



Take a gap year, travel the world and embrace new cultures

YEAR
11

Network Security
Network Traffic
Network Back up
Client-Server Network
Peer to Peer Network
File management
Firewall
Computer virus
Trojan
System software
Graphical User interface
Command line interface
Virtue machine
Features of User Interface
Functionality of Operating system
3. Operating systems /
Languages and Testing

Year 10 Mock Exam

YEAR
10

Wide Area Network
Public infrastructure
Local Area Network
Network Devices
6. Networks /
Practical programming
Optical
Magnetic
Solid State
Characteristics
5. Secondary storage /
Programming skills
Storage media
Sequence
Selection
Iteration
Input / Output
4. Primary storage /
Programming fundamental
Instruction
Read-Only Memory
Random Access Memory

Binary form
Logic Gate
AND Gate
OR Gate
NOT Gate
Truth Table
Transistor
Logic circuit
Binary number
1. Data storage /
Boolean Logic
Decomposition
Abstraction
Algorithmic thinking
Flowchart
Denary number
2. Data storage /
Algorithm creation and design
Central Processing Unit
Integer
Fetch
Decode
Execute
3. CPU architecture /
Data types

YEAR
9

Virus
Brute force attack
Shouldering
Social engineering
5. Cyber-security
Blagging / Phishing
Crop and Re-size
Image manipulation
3. Intro to Bitmap
Pixelation
Change Resolution
Ethernet
Internet
Packet switching
Hubs / switched Wifi
1. Computer Networks

6. Ethics in Computing
4. Python Program (III)
2. Network threats
1. Algorithm
Pattern recognition
Mathematical calculations
Merge
Shapes
3. Intro to vector graphics
Switches
IP address
Domain names
6. Computer Networks
DNS

YEAR
8

Decomposition
abstraction
Data types
If statement
2. Programming in Python (II)
Formula
Cell references
2. Intro to spreadsheet
Functions
4. Networks Part 1
4. Binary and computer logic
Bit / byte
megabyte
Kilobyte
5. Mobile App development
Triggers
Initial Planning
Events
Screen canvas

YEAR
7

variables
Print command
6. Programming in Python (I)
Input command
Monitor
CPU
Keyboard / mouse
5. Computing components
Move backward
Turn Right
Repeat
3. Programming with Blockly
Move forward
1. Getting started
File management
Digital well being
Logging in
welcome
Develop a thirst for reading
Build a solid foundation in education
Develop a lifelong love of learning
OPA Transition Programme. Visit the school and meet your form tutor.

PRIMARY SCHOOL