OCR 9-1 J277 GCSE Computer Science Year 11 Learning Journey 2022-2023

Week	Date	Key Construct	Торіс	Assessment					
1(1/2)	05.09.22	,							
2 3 4 5	12.09.22 19.09.22 26.09.22 03.10.22	20 Hour Practical Programming Project Set by OCR Exam Board 8 weeks 2.5 x 60 min +1 extra week in case of lost lesson time from other school activities	Analysis of a given problem to consider what it involves. Listing the requirements and success criteria for new system. Considering data, structures and files that new system will need. Designing the workings of new system using algorithms or flowcharts. Planning how to test the new system, including appropriate test data and anticipating results/outcomes. Implementing the new system – writing code and ongoing testing.	Project report submitted to teacher as single PDF. A01 A02 A03					
6	10.10.22	e.g. Development Day	Final testing and evaluating the extent to which the new system works.						
7	17.10.22								
Half term									
8	31.10.22	Finish and hand in project report	As above	As above					
9	07.11.22	Preparation for Mock Exam							
10	14.11.22	Mock Exams							
11	21.11.22	Mock Exams		ı					
12 13	28.11.22 05.12.22	1-5-1 Operating Systems	Need for an O/S, device management and drivers, user interfaces, user management, file management, memory management and multi-tasking.	Unit Test F: System Software					
14	12.12.22	1-5-2 Utility Software	Encryption, defragmentation and data compression utilities.	A01 A02					
	ı		CHRISTMAS	I .					
15(Wed)	04.01.23	1 4 1 Throats to computer sustams	Forms of attack and threats: Malware, social engineering, brute-force						
16	09.01.23	1-4-1 Threats to computer systems and networks	attacks, denial of service attacks, data interception, SQL injection.	Unit Test G:					
17	16.01.23	1-4-2 Identifying and preventing vulnerabilities	Common prevention methods: Pen testing, anti-malware software, firewalls, user access levels, passwords, encryption, physical security.	Network security A01 A02,					
18	23.01.23	2-1-3 Searching and Sorting	Linear and binary searches Swapping values and:bubble-sort.						
19	30.01.23	Algorithms	Insertion sort and merge sort.	Algorithms. A02 A03					
20	06.02.23		Comparing the efficiency of methods with different sets of data.						
	ı		Half term	ı					
21	20.02.23	2-5-1 Programming Languages 2-5-2 Integrated Development Environments (IDEs)	Characteristics and purpose of high-level and low-level languages. Translators: compilers, interpreters and assemblers. Commons tools and features of Integrated Development Environments: text-editors, error diagnostics, run-time environment, translator.	Unit Test H: Languages					
22	27.02.23	2-3-1 Defensive Design	Anticipating the misuse of programs, authentication, input validation Maintainable code: sub-programs, naming, indentation, comments.	A01 A02					
23	06.03.23	(Producing Robust Programs)	, -	Robustness and Testing					
24	13.03.23	2-3-2 Testing	Types of errors. Different kinds of testing.	A01 A02 A03					
25 26	20.03.23	1-6-1 Ethical, Legal, Cultural and Environmental Impact	Ethical issues. Laws that affect our use of technology, including Computer Misuse Act, Data Protection Act, Copyright Designs and Patents Act, Open-Source and proprietary software licenses. Effect of technology on the environment. Effect on different cultures.	Issues <mark>A01</mark> A02					
			EASTER						
27	17.04.23								
28	24.04.23	REVISION, PRACTICE QUESTIONS	Recap of key topics.						
29 (BH)	02.05.23	AND EXAM TECHNIQUE A01 A02 A03	Mixed questions from both exam papers.						
30	08.05.23	AUT AUZ AUS							
31	15.05.23	FINAL EXAMINATIONS	Paper 1: Computer Systems – 1.5 hours						
32	22.05.23	PAPERS 1 AND 2	Paper 2: Computational thinking, algorithms & programming – 1.5 hours						
			Half term						
33	05.06.23	(Other Coop I							
34	12.06.23	(Other GCSE Exam) Exams							
35	19.06.23	Exams							
		Assessment Objectives m							

What do the Assessment Objectives mean?

Demonstrate knowledge and understanding of the key concepts and principles of Computer Science.

Apply knowledge and understanding of key concepts and principles.

A03 Analyse problems in computational terms / make reasoned judgments / design, program, evaluate, refine solutions.

OCR 9-1 J277 GCSE Computer Science Year 11 Assessment Progress Tracker 2022-23

Name:		Tutor:		
Subject		Mock	Formal assessments – deciding your final GCSE grade	
Target	Grade:		Year 11 Programming Project	
	Flightpath BFL	20 hours at the start of Year 11 – worth 0%		
Autumn 1			Computer Systems	
Autumn 2			Exam Paper 1 (J277/01) 1.5 hours at the end of Year 11 – worth 50%	
Spring 1				
Spring 2			Computational thinking, algorithms and programming Exam Paper 2 (J277/02)	
Summer 1			1.5 hours at the end of Year 11 – worth 50%	
Summer 2				

Assessments and Exam Practice Questions							
Date	Assessment End of Unit Test	Flight-path Grade	Action(s) to make progress				
17.10.22	Project report submitted to teacher as single PDF. <mark>A01</mark> A02 <mark>A03</mark>						
12.12.22	Unit Test F: System Software A01 A02						
06.02.23	Unit Test G: Network security A01 A02, Algorithms A02 A03						
27.03.23	Unit Test H: Languages A01 A02 Robustness and Testing A01 A02 A03 Issues A01 A02						