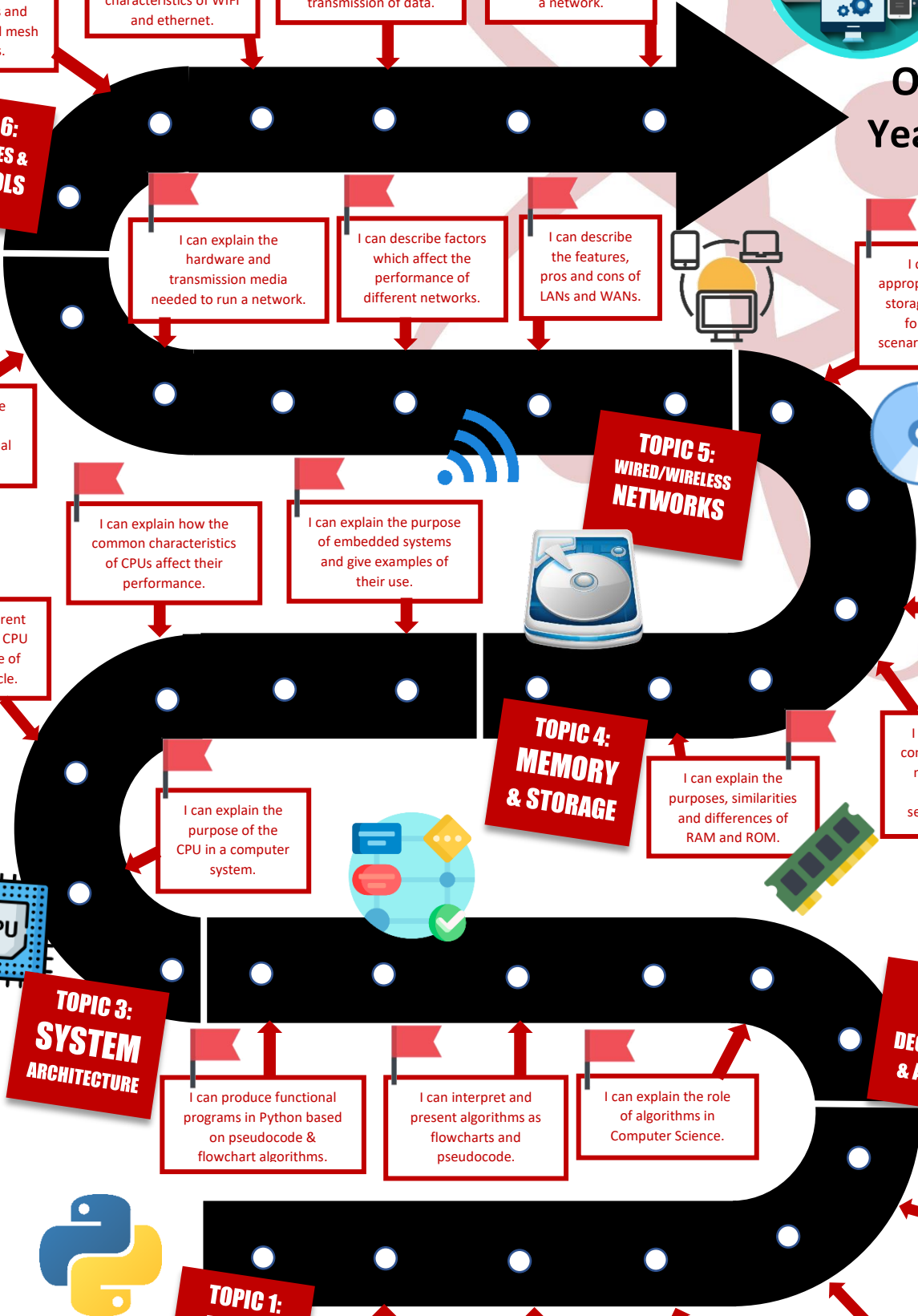


Year 9 Computer Science



On to Year 10!



TOPIC 6: TOPOLOGIES & PROTOCOLS

I can describe the features, pros and cons of star and mesh topologies.

I can describe the characteristics of WIFI and ethernet.

I can name and describe a range of network protocols for the transmission of data.

I can explain how packet switching transmits data across a network.



I can describe the features and purpose of a virtual network.

I can explain the hardware and transmission media needed to run a network.

I can describe factors which affect the performance of different networks.

I can describe the features, pros and cons of LANs and WANs.



I can select appropriate forms of storage and media for different scenarios and needs.



TOPIC 5: WIRED/WIRELESS NETWORKS

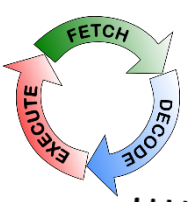
I can name the different special registers in a CPU and explain the role of each in the FDE cycle.

I can explain how the common characteristics of CPUs affect their performance.

I can explain the purpose of embedded systems and give examples of their use.



I can create evaluate the common types of storage media.

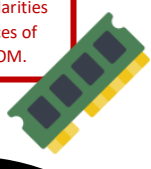


I can explain the purpose of the CPU in a computer system.

TOPIC 4: MEMORY & STORAGE

I can explain the purposes, similarities and differences of RAM and ROM.

I can describe the considerations which need to be made when selecting secondary storage.



TOPIC 3: SYSTEM ARCHITECTURE

I can produce functional programs in Python based on pseudocode & flowchart algorithms.

I can interpret and present algorithms as flowcharts and pseudocode.

I can explain the role of algorithms in Computer Science.

TOPIC 2: PROBLEM DECOMPOSITION & ALGORITHMS

I can import and export data between Python and CSVs.

TOPIC 1: PYTHON SKILLS

I can use IDLE to create, edit and debug simple Python programs.

I can use and create data structures including variables, lists and arrays

I can use conditional loops and count-controlled loops appropriately.

I know how to program in a modular way with subroutines, including the user of parameter passing.

