

	Learning Cycle 1	Learning Cycle 2	Learning Cycle 3
Year 10	3.1 Fundamentals of algorithms 3.1.1 Representing algorithms 3.1.2 Efficiency of algorithms 3.2.1 Data types 3.3.2 Converting between number bases	3.2.2 Programming concepts 3.2.7 Input/output and file handling 3.2.8 String handling operations in a programming language 3.2.9 Random number generation in a programming language 3.2.10 Subroutines (procedures and functions) 3.3.6 Representing images	3.3.7 Representing sound 3.3.8 Data compression 3.4 Computer systems 3.4.1 Hardware and software
Year 11	3.4.3 Software classification 3.4.4 Systems architecture 3.5 Fundamentals of computer networks	3.6 Fundamentals of cyber security 3.6.1 Cyber security threats 3.6.1.1 Social engineering 3.6.1.2 Malicious code 3.2.2 Programming concepts 3.2.7 Input/output and file handling 3.2.8 String handling operations in a programming language 3.2.9 Random number generation in a programming language	3.6.2 Methods to detect and prevent cyber security threats 3.7 Ethical, legal and environmental impacts of digital technology on wider society, including issues of privacy 3.8 Aspects of software development