



JOURNEY DIAGRAM - COMPUTER SCIENCE - SIXTH FORM

Year
12

Autumn 1

Autumn 2

Spring 1

Spring 2

Summer 1

Summer 2

Paper 1

- 1. Problem Solving
- 2. Introduction to Programming

Paper 2

- 5. Business Context

Employer Set Project

Practical Programming Skills.

Paper 1

- 2. Introduction to Programming (continued)

Paper 2

- 6. Data
- 7. Digital Environments

Employer Set Project

More Practical Programming – then we will tackle practice ESP 1. Class led activities with lots of guidance and support.

Paper 1

- 3. Emerging Issues and Impact of Digital
- 4. Legislation and Regulatory Requirements.

Paper 2

- 7. Digital Environments (continued)

Employer Set Project

ESP 1 - a practice ESP.

Paper 1

Revision – all units

Paper 2

- 8. Security

Revision – all units
Employer Set Project

We will complete the second exemplar under controlled conditions, but students will receive less support than ESP1 so it is more like the real conditions.

They will be given feedback after each task and a chance to improve, unlike the real ESP.

Employer Set Project

Set by the exam board and must be completed within a specific time frame. This will be completed in controlled conditions and student work will be marked by the exam board.



Revision then exams.

June 2025

Core Paper 1 exam

June 2025

Core Paper 2 exam

After exams (late June)
Industry Placements OR

Students to start Web Development Skills which they can complete on the days they are not in their placements.

Year
13

Summer 2

Summer 1

Spring 2

Spring 1

Autumn 2

Autumn 1

OSP window opens from Feb for 10/11 weeks.

- During this time students will be completing the project set by the exam board under controlled conditions.
- The coursework is externally set and marked by the exam board.

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Task 3/4 - Gathering and Analysing Feedback

- Students will learn how to evaluate the reliability of different sources of information and the factors that drive change in digital products.

Task 3: Gathering Feedback to Inform Future Developments

Task 4: Evaluate feedback to inform future developments

- Students will complete both of the tasks on the exemplar.

Develop Practical Skills – PHP, SQL & API.

- How to use PHP and SQL in a website to interact with a database.
- They will also learn how to use API's in their website to interact with other media.

Task 2: Develop a prototype design solution.

- Students will learn about deployment methods, change management, design & risk. They will complete practice activities, then Task 2 of the exemplar OSP.

Develop Practical Skills – HTML & CSS

Students to complete the Udemy web development course to learn about

- HTML
- CSS
- PHP

Task 1: Analysing the problem & designing the solution

- Students will learn about different planning techniques and complete the practice activities, then Task 1 of the exemplar OSP.

