



Curriculum Detail: Computing

Computing is available as a study option in years 10 and 11.

Year 10 students are introduced to system basics. They learn about central processing units and, through using the Little Man Computer (LMC) model to demonstrate memory locations, how the fetch-execute cycle is performed. They are taught about database management systems and learn how to build a basic database. Using Scratch, they create their own game. They are taught about the representation of images, sound, text, numbers and units and, in examining computing hardware, cover binary logic as well as input and output and secondary storage devices. When looking at software, students investigate different operating systems and their various functions as well as utility and application software and interfaces; at this stage, students are asked to consider design factors such as usability.

In Year 11, students learn about programming and testing as well as different languages including Python. They carry out a number of programming tasks and learn about networks - the hardware involved and the different approaches used in setting them up; peer-to-peer (P2P) and client server networks are compared. Internet technology, including the relevant hardware, is also covered; students learn about HTML, IP addressing and domain name system servers.