

Road Map

Unit 1 - Computer Systems	Unit 2 - Computational Thinking algorithms & programming
<p>1.1 Systems Architecture</p> <ul style="list-style-type: none"> 1.1.1 Architecture of the CPU 1.1.2 CPU Performance 1.1.3 Embedded systems <p>1.2 Memory and storage</p> <ul style="list-style-type: none"> 1.2.1 Primary storage (Memory) 1.2.2 Secondary storage 1.2.3 Units 1.2.4 Data storage 1.2.5 Compression <p>1.3 Computers networks, connections and protocols</p> <ul style="list-style-type: none"> 1.3.1 Networks and topologies 1.3.2 Wired and wireless networks, protocols and layers <p>1.4 Network security</p> <ul style="list-style-type: none"> 1.4.1 Threats to computer systems and networks 1.4.2 Identifying and preventing vulnerabilities <p>1.5 Systems software</p> <ul style="list-style-type: none"> 1.5.1 Operating systems 1.5.2 Utility software <p>1.6 Ethical, legal, cultural and environmental impacts of digital technology</p> <ul style="list-style-type: none"> 1.6.1 Ethical, legal, cultural and environmental impact 	<p>2.1 Algorithms</p> <ul style="list-style-type: none"> 2.1.1 Computational thinking 2.1.2 Designing, creating and refining algorithms 2.1.3 Searching and sorting algorithms <p>2.2 Programming fundamentals</p> <ul style="list-style-type: none"> 2.2.1 Programming fundamentals 2.2.2 Data types 2.2.3 Additional programming techniques <p>2.3 Producing robust programs</p> <ul style="list-style-type: none"> 2.3.1 Defensive design 2.3.2 Testing <p>2.4 Boolean logic</p> <ul style="list-style-type: none"> 2.4.1 Boolean logic <p>2.5 Programming languages and Integrated Development Environments</p> <ul style="list-style-type: none"> 2.5.1 Languages 2.5.2 The Integrated Development Environment (IDE)