

Tick one box per statement: ☐ not yet ☐ nearly ☐ confident. / /

1. Information representation

1.1 Data Representation

- ☐☐☐ Show understanding of binary magnitudes and the difference between binary prefixes and decimal prefixes
- ☐☐☐ Show understanding of different number systems
- ☐☐☐ Perform binary addition and subtraction
- ☐☐☐ Describe practical applications where **Binary Coded Decimal (BCD)** and **Hexadecimal** are used
- ☐☐☐ Show understanding of and be able to represent character data in its internal binary form, depending on the character set used

1.2 Multimedia

- ☐☐☐ Show understanding of how data for a **bitmapped image** are encoded
- ☐☐☐ Perform calculations to estimate the file size for a **bitmap image**
- ☐☐☐ Show understanding of the effects of changing elements of a **bitmap image** on the image quality and file size
- ☐☐☐ Show understanding of how data for a **vector graphic** are encoded
- ☐☐☐ Justify the use of a **bitmap image** or a **vector graphic** for a given task
- ☐☐☐ Show understanding of how sound is represented and encoded
- ☐☐☐ Show understanding of the impact of changing the **sampling rate** and **resolution**

1.3 Compression

- ☐☐☐ Show understanding of the need for and examples of the use of **compression**
- ☐☐☐ Show understanding of **lossy** and **lossless** compression and justify the use of a method in a given situation
- ☐☐☐ Show understanding of how a text file, **bitmap image**, **vector graphic** and sound file can be compressed

2. Communication

2.1 Networks including the internet ()

- ☐☐☐ Show understanding of the purpose and benefits of networking devices
- ☐☐☐ Show understanding of the characteristics of a **LAN** (local area network) and a **WAN** (wide area network)
- ☐☐☐ Explain the **client-server** and **peer-to-peer** models of networked computers
- ☐☐☐ Show understanding of **thin-client** and **thick-client** and the differences between them
- ☐☐☐ Show understanding of the **bus**, **star**, **mesh** and **hybrid** topologies
- ☐☐☐ Show understanding of **cloud computing**
- ☐☐☐ Show understanding of the differences between and implications of the use of wireless and wired networks

- ☐☐☐ Describe the hardware that is used to support a **LAN**
- ☐☐☐ Describe the role and function of a **router** in a network
- ☐☐☐ Show understanding of **Ethernet** and how collisions are detected and avoided
- ☐☐☐ Show understanding of **bit streaming**
- ☐☐☐ Show understanding of the differences between the World Wide Web (WWW) and the internet
- ☐☐☐ Describe the hardware that is used to support the internet
- ☐☐☐ Explain the use of **IP addresses** in the transmission of data over the internet
- ☐☐☐ Explain how a **Uniform Resource Locator (URL)** is used to locate a resource on the **World Wide Web (WWW)** and the role of the **Domain Name Service (DNS)**

3. Hardware

3.1 Computers and their components

- ☐☐☐ Show understanding of the need for **input**, **output**, **primary memory** and **secondary** (including removable) **storage**
- ☐☐☐ Show understanding of **embedded systems**
- ☐☐☐ Describe the principal operations of hardware devices
- ☐☐☐ Show understanding of the use of **buffers**
- ☐☐☐ Explain the differences between **Random Access Memory (RAM)** and **Read Only Memory (ROM)**
- ☐☐☐ Explain the differences between **Static RAM (SRAM)** and **Dynamic RAM (DRAM)**
- ☐☐☐ Explain the difference between **Programmable ROM (PROM)**, **Erasable Programmable ROM (EPROM)** and **Electrically Erasable Programmable ROM (EEPROM)**
- ☐☐☐ Show an understanding of **monitoring** and **control systems**

3.2 Logic Gates and Logic Circuits

- ☐☐☐ Use the following logic gate symbols: [NOT, AND, OR, NAND, NOR, XOR]
- ☐☐☐ Understand and define the functions of: **NOT**, **AND**, **OR**, **NAND**, **NOR** and **XOR (EOR)** gates
- ☐☐☐ Construct the **truth table** for each of the logic gates above
- ☐☐☐ Construct a **logic circuit**
- ☐☐☐ Construct a **truth table**
- ☐☐☐ Construct a **logic expression**

4. Processor Fundamentals

4.1 Central Processing Unit (CPU) Architecture (CPU)

- ☐☐☐ Show understanding of the basic **Von Neumann** model for a computer system and the **stored program concept**
- ☐☐☐ Show understanding of the purpose and role of **registers**, including the difference between **general purpose** and **special purpose registers**
- ☐☐☐ Show understanding of the purpose and roles of the **Arithmetic and Logic Unit (ALU)**, **Control Unit (CU)** and **system clock**, **Immediate Access Store (IAS)**
- ☐☐☐ Show understanding of how data are transferred between various components of the computer system using the **address bus**, **data bus** and **control bus**
- ☐☐☐ Show understanding of how factors contribute to the performance of the computer system

- ☐☐☐ Understand how different **ports** provide connection to peripheral devices
- ☐☐☐ Describe the stages of the **Fetch-Execute** (F-E) cycle
- ☐☐☐ Show understanding of the purpose of **interrupts**

4.2 Assembly Language

- ☐☐☐ Show understanding of the relationship between **assembly language** and **machine code**
- ☐☐☐ Describe the different stages of the assembly process for a **two-pass assembler**
- ☐☐☐ Trace a given simple assembly language program
- ☐☐☐ Show understanding that a set of instructions are grouped
- ☐☐☐ Show understanding of and be able to use different **modes of addressing**

4.3 Bit manipulation

- ☐☐☐ Show understanding of and perform **binary shifts**
- ☐☐☐ Show understanding of how **bit manipulation** can be used to monitor/control a device
- ☐☐☐ Instruction Label \
- ☐☐☐ AND #n / Bn / &n
- ☐☐☐ AND <address>
- ☐☐☐ XOR #n / Bn / &n
- ☐☐☐ XOR <address>
- ☐☐☐ OR #n / Bn / &n
- ☐☐☐ OR <address>
- ☐☐☐ LSL #n
- ☐☐☐ LSR #n
- ☐☐☐ <label>: <opcode> <operand>
- ☐☐☐ <label>: <data>
- ☐☐☐ All questions will assume there is only one general purpose register available (Accumulator) ACC denotes Accumulator IX denotes Index Register <address> can be an absolute or symbolic address # denotes a denary number, e.g. #123 B denotes a binary number, e.g. B01001010 & denotes a hexadecimal number, e.g. &4A

5. System Software

5.1 Operating Systems

- ☐☐☐ Explain why a computer system requires an **Operating System** (OS)
- ☐☐☐ Explain the key management tasks carried out by the Operating System
- ☐☐☐ Show understanding of the need for typical **utility software** provided with an Operating System
- ☐☐☐ Show understanding of **program libraries**

5.2 Language Translators

- ☐☐☐ Show understanding of the need for:
 - **assembler** software for the translation of an **assembly language** program
 - a **compiler** for the translation of a high-level language program
 - an **interpreter** for translation and execution of a high-level language program
- ☐☐☐ Explain the benefits and drawbacks of using either a compiler or interpreter and justify the use of each
- ☐☐☐ Show awareness that high-level language programs may be partially compiled and partially

interpreted, such as Java (console mode)

- ☐☐☐ Describe features found in a typical **Integrated Development Environment** (IDE)

6. Security, privacy and data integrity

6.1 Data Security

- ☐☐☐ Explain the difference between the terms **security**, **privacy** and **integrity** of data
- ☐☐☐ Show appreciation of the need for both the **security of data** and the **security of the computer system**
- ☐☐☐ Describe **security measures** designed to protect computer systems, ranging from the stand-alone PC to a network of computers
- ☐☐☐ Show understanding of the **threats** to computer and data security posed by networks and the internet
- ☐☐☐ Describe methods that can be used to restrict the risks posed by threats
- ☐☐☐ Describe security methods designed to protect the security of data

6.2 Data Integrity

- ☐☐☐ Describe how **data validation** and **data verification** help protect the **integrity** of data
- ☐☐☐ Describe and use methods of **data validation**
- ☐☐☐ Describe and use methods of **data verification** during data entry and data transfer

7. Ethics and Ownership

7.1 Ethics and Ownership

- ☐☐☐ Show understanding of the need for and purpose of **ethics** as a computing professional
- ☐☐☐ Show understanding of the need to act ethically and the impact of acting ethically or unethically for a given situation
- ☐☐☐ Show understanding of the need for **copyright** legislation
- ☐☐☐ Show understanding of the different types of **software licencing** and justify the use of a licence for a given situation
- ☐☐☐ Show understanding of **Artificial Intelligence** (AI)

8. Databases

8.1 Database Concepts

- ☐☐☐ Show understanding of the limitations of using a **file-based approach** for the storage and retrieval of data
- ☐☐☐ Describe the features of a **relational database** that address the limitations of a file-based approach
- ☐☐☐ Show understanding of and use the terminology associated with a relational database model
- ☐☐☐ Use an **entity-relationship** (E-R) diagram to document a database design
- ☐☐☐ Show understanding of the **normalisation** process
- ☐☐☐ Explain why a given set of database tables are, or are not, in 3NF
- ☐☐☐ Produce a normalised database design for a description of a database, a given set of data, or a given set of tables

8.2 Database Management Systems (DBMS) (DBMS)

- ☐☐☐ Show understanding of the features provided by a **Database Management System (DBMS)** that address the issues of a file based approach
- ☐☐☐ Show understanding of how software tools found within a **DBMS** are used in practice

8.3 Data Definition Language (DDL) and Data Manipulation Language (DML) (DDL) (DML)

- ☐☐☐ Show understanding that the **DBMS** carries out all creation/modification of the database structure using its **Data Definition Language (DDL)**
- ☐☐☐ Show understanding that the **DBMS** carries out all queries and maintenance of data using its **DML**
- ☐☐☐ Show understanding that the industry standard for both **DDL** and **DML** is **Structured Query Language (SQL)**
- ☐☐☐ Understand given **SQL (DDL)** statements and be able to write simple **SQL (DDL)** statements using a sub-set of statements
- ☐☐☐ Write an **SQL** script to query or modify data (**DML**) which are stored in (at most two) database tables

9. Algorithm Design and Problem-solving

9.1 Computational Thinking Skills

- ☐☐☐ Show an understanding of **abstraction**
- ☐☐☐ Describe and use **decomposition**

9.2 Algorithms

- ☐☐☐ Show understanding that an **algorithm** is a solution to a problem expressed as a sequence of defined steps
- ☐☐☐ Use suitable identifier names for the representation of data used by a problem and represent these using an **identifier table**
- ☐☐☐ Write **pseudocode** that contains input, process and output
- ☐☐☐ Write **pseudocode** using the three basic constructs of **sequence**, **selection** and **iteration** (repetition)

- ☐☐☐ Document a simple **algorithm** using a structured English description, a **flowchart** or **pseudocode**

- ☐☐☐ Write **pseudocode** from: • a structured English description • a **flowchart**

- ☐☐☐ Draw a **flowchart** from: • a structured English description • **pseudocode**

- ☐☐☐ Describe and use the process of **stepwise refinement** to express an algorithm to a level of detail from which the task may be programmed

- ☐☐☐ Use logic statements to define parts of an algorithm solution

10. Data Types and Structures

10.1 Data Types and Records

- ☐☐☐ Select and use appropriate **data types** for a problem solution
- ☐☐☐ Show understanding of the purpose of a **record structure** to hold a set of data of different data types under one identifier

10.2 Arrays

- ☐☐☐ Use the technical terms associated with **arrays**
- ☐☐☐ Select a suitable data structure (**1D** or **2D array**) to use for a given task
- ☐☐☐ Write pseudocode for 1D and 2D arrays
- ☐☐☐ Write pseudocode to process array data

10.3 Files

- ☐☐☐ Show understanding of why **files** are needed
- ☐☐☐ Write pseudocode to handle **text files** that consist of one or more lines

10.4 Introduction to Abstract Data Types (ADT) (ADT)

- ☐☐☐ Show understanding that an **ADT** is a collection of data and a set of operations on those data
- ☐☐☐ Show understanding that a **stack**, **queue** and **linked list** are examples of **ADTs**
- ☐☐☐ Use a **stack**, **queue** and **linked list** to store data
- ☐☐☐ Describe how a **queue**, **stack** and **linked list** can be implemented using **arrays**

11. Programming

11.1 Programming Basics

- ☐☐☐ Implement and write **pseudocode** from a given design presented as either a **program flowchart** or **structured English**
- ☐☐☐ Write **pseudocode** statements for: • the declaration and initialisation of **constants** • the declaration of **variables** • the assignment of values to **variables** • expressions involving any of the arithmetic or logical operators input from the keyboard and output to the console
- ☐☐☐ Use built-in functions and library routines

11.2 Constructs

- ☐☐☐ Use **pseudocode** to write: • an 'IF' statement including the 'ELSE' clause and nested IF statements • a 'CASE' structure • a 'count-controlled' loop: • a 'post-condition' loop • a 'pre-condition' loop
- ☐☐☐ Justify why one loop structure may be better suited to solve a problem than the others

11.3 Structured Programming

- ☐☐☐ Define and use a **procedure**
- ☐☐☐ Explain where in the construction of an algorithm it would be appropriate to use a **procedure**
- ☐☐☐ Use **parameters**
- ☐☐☐ Define and use a **function**
- ☐☐☐ Explain where in the construction of an algorithm it is appropriate to use a **function**
- ☐☐☐ Use the terminology associated with **procedures** and **functions**
- ☐☐☐ Write efficient **pseudocode**

12. Software Development

12.1 Program Development Life cycle

- ☐☐☐ Show understanding of the purpose of a **development life cycle**
- ☐☐☐ Show understanding of the need for different **development life cycles** depending on the program being developed
- ☐☐☐ Describe the principles, benefits and drawbacks of each type of **life cycle**
- ☐☐☐ Show understanding of the **analysis, design, coding, testing** and **maintenance** stages in the **program development life cycle**

12.2 Program Design

- ☐☐☐ Use a **structure chart** to decompose a problem into sub-tasks and express the **parameters** passed between the various modules/procedures/functions which are part of the algorithm design
- ☐☐☐ Show understanding of the purpose of **state-transition diagrams** to document an algorithm

12.3 Program Testing and Maintenance

- ☐☐☐ Show understanding of ways of exposing and avoiding faults in programs
- ☐☐☐ Locate and identify the different types of errors
- ☐☐☐ Correct identified errors
- ☐☐☐ Show understanding of the methods of testing available and select appropriate data for a given method
- ☐☐☐ Show understanding of the need for a test strategy and test plan and their likely contents
- ☐☐☐ Choose appropriate test data for a test plan
- ☐☐☐ Show understanding of the need for continuing maintenance of a system and the differences between each type of maintenance
- ☐☐☐ Analyse an existing program and make amendments to enhance functionality

13. Data Representation

13.1 User-defined data types

- ☐☐☐ Show understanding of why **user-defined types** are necessary
- ☐☐☐ Define and use **non-composite types**
- ☐☐☐ Define and use **composite data types**
- ☐☐☐ Choose and design an appropriate **user-defined data type** for a given problem

13.2 File organisation and access

- ☐☐☐ Show understanding of the methods of **file organisation** and select an appropriate method of file organisation and **file access** for a given problem
- ☐☐☐ Show understanding of methods of **file access**
- ☐☐☐ Show understanding of **hashing algorithms**

13.3 Floating-point numbers, representation and manipulation

- ☐☐☐ Describe the format of **binary floating-point** real numbers
- ☐☐☐ Convert **binary floating-point** real numbers into **denary** and vice versa
- ☐☐☐ Normalise **floating-point** numbers
- ☐☐☐ Show understanding of the consequences of a **binary** representation only being an approximation to the real number it represents (in certain cases)
- ☐☐☐ Show understanding that **binary** representations can give rise to **rounding errors**

14. Communication and internet technologies

14.1 Protocols

- ☐☐☐ Show understanding of why a **protocol** is essential for communication between computers
- ☐☐☐ Show understanding of how **protocol** implementation can be viewed as a **stack**, where each layer has its own functionality
- ☐☐☐ Show understanding of the **TCP/IP protocol suite**
- ☐☐☐ Show understanding of **protocols (HTTP, FTP, POP3, IMAP, SMTP, BitTorrent)** and their purposes

14.2 Circuit switching, packet switching

- ☐☐☐ Show understanding of **circuit switching**
- ☐☐☐ Show understanding of **packet switching**

15. Hardware and Virtual Machines

15.1 Processors, Parallel Processing and Virtual Machines

- ☐☐☐ Show understanding of **Reduced Instruction Set Computers (RISC)** and **Complex Instruction Set Computers (CISC)** processors
- ☐☐☐ Show understanding of the importance/use of **pipelining** and registers in **RISC** processors
- ☐☐☐ Show understanding of the four basic computer architectures
- ☐☐☐ Show understanding of the characteristics of **massively parallel computers**
- ☐☐☐ Show understanding of the concept of a **virtual machine**

15.2 Boolean Algebra and Logic Circuits

- ☐☐☐ Produce **truth tables** for logic circuits including **half adders** and **full adders**
- ☐☐☐ Show understanding of a **flip-flop (SR, JK)**
- ☐☐☐ Show understanding of **Boolean algebra**
- ☐☐☐ Show understanding of **Karnaugh maps (K-map)**

16. System Software

16.1 Purposes of an Operating System (OS) (OS)

- ☐☐☐ Show understanding of how an **OS** can maximise the use of resources
- ☐☐☐ Describe the ways in which the **user interface** hides the complexities of the hardware from the user
- ☐☐☐ Show understanding of **process management**
- ☐☐☐ Show understanding of **virtual memory, paging** and **segmentation** for memory management

16.2 Translation Software

- ☐☐☐ Show understanding of how an **interpreter** can execute programs without producing a translated version
- ☐☐☐ Show understanding of the various stages in the **compilation** of a program
- ☐☐☐ Show understanding of how the grammar of a language can be expressed using **syntax diagrams** or **Backus-Naur Form (BNF)** notation
- ☐☐☐ Show understanding of how **Reverse Polish Notation (RPN)** can be used to carry out the evaluation of expressions

17. Security

17.1 Encryption, Encryption Protocols and Digital Certificates

- ☐☐☐ Show understanding of how **encryption** works
- ☐☐☐ Show awareness of the **Secure Socket Layer (SSL)** / **Transport Layer Security (TLS)**
- ☐☐☐ Show understanding of **digital certification**

18. Artificial Intelligence (AI) (AI)

18.1 Artificial Intelligence (AI) (AI)

- ☐☐☐ Show understanding of how **graphs** can be used to aid **Artificial Intelligence (AI)**
- ☐☐☐ Show understanding of how **artificial neural networks** have helped with **machine learning**
- ☐☐☐ Show understanding of **Deep Learning, Machine Learning** and **Reinforcement Learning** and the reasons for using these methods.
- ☐☐☐ Show understanding of **back propagation of errors** and **regression methods** in machine learning

19. Computational thinking and Problem-solving

19.1 Algorithms

- ☐☐☐ Show understanding of **linear search** and **binary search** methods
- ☐☐☐ Show understanding of **insertion sort** and **bubble sort** methods
- ☐☐☐ Show understanding of and use **Abstract Data Types (ADT)**
- ☐☐☐ Show how it is possible for **ADTs** to be implemented from another **ADT**
- ☐☐☐ Show understanding that different algorithms which perform the same task can be compared by using criteria (e.g. time taken to complete the task and memory used)

19.2 Recursion

- ☐☐☐ Show understanding of **recursion**
- ☐☐☐ Show awareness of what a compiler has to do to translate **recursive** programming code

20. Further Programming

20.1 Programming Paradigms

- ☐☐☐ Understanding what is meant by a **programming paradigm**
- ☐☐☐ Show understanding of the characteristics of a number of **programming paradigms**:
 - ☐☐☐ • **Low-level**
 - ☐☐☐ • **Imperative (Procedural)**
 - ☐☐☐ • **Object Oriented**
 - ☐☐☐ • **Declarative**

20.2 File Processing and Exception Handling

- ☐☐☐ Write code to perform **file-processing** operations
- ☐☐☐ Show understanding of an **exception** and the importance of **exception handling**