Northolt High School
Scheme of Learning

Computer Science

Year group: 9	Term: Summer 1	Unit duration: 6 weeks	Number of lessons: 3	Unit title: System Software

Assessment outcome: To develop a theoretical and practical knowledge of system software.	**Fertile question?** What does the 'soft' in software mean?

Key skills/concepts/knowledge that students should cover	**Start RAG**	**End RAG**	**Literacy. Key vocabulary/subject terminology that students should cover**
What is system software? Understanding the definition and clarifying the implications of false information. What is the function of system software and what are the implications if it is corrupted? How can system software assist with the running of the CPU? What are the types of system software currently being used and understanding the advantages and disadvantages of them? Applications: web browsers, email clients, word processors, spreadsheet			BIOS Boot Assembler Device Device driver System restore Windows OS Linux File management Error detection
Stretch. Key skills/concepts/knowledge that students should cover To learn the foundations and principles of making your own system software			**Suggested materials teachers could/should use** TeachICT, Isacc Computing, A Level Computing textbook Computer Science PowerPoints/Worksheets **Key home learning tasks students should complete** Worksheets based on systems software to achieve a scholarly understanding.