Year group: 10	Term: 2	Unit duration: 6	Number of lessons: 9	Unit title: Network Topologies

Assessment outcome: To understand how the structure of a network can affect its function and performance.	Fertile question? How can we improve the performance while lowering the cost of networks for modern uses?	

Key skills/concepts/knowledge that students should cover	Start RAG	End RAG	Literacy. Key vocabulary/subject terminology that students should cover
Network layouts and structures - topologies **Peer to peer vs client-server network models - advantages and disadvantages of each** **Performance impacts of different network topologies** **Network traffic and collisions** **Network hardware - switches, servers and routers**			1. **Bus** 2. **Collision** 3. **Mesh** 4. **Node** 5. **Ring** 6. **Star** 7. **Terminator** 8. **Token** 9. **Topology**
Stretch. Key skills/concepts/knowledge that students should cover **Design an optimal network topology for a given use within an organisation such as a school.**			**Suggested materials teachers could/should use** **TeachICT** **Computer Science Powerpoints/Worksheets** **Key home learning tasks students should complete** To be able to create a presentation explaining what a network is, the problems it faces and when possible solutions it needs.