

Year 11 Computer Science Revision Timetable PPE2 2026

You will be set weekly revision homework tasks that will be accessed via Teams

Additional Revision Resources:

Smart Revise <https://smartrevise.online/>

StudyHubCS <https://studyhubcs.onrender.com/>

Week	Topic	Revised & Tested?
14th September 2026	Topic 3 CPU Architecture von Neumann stored program concept and the role of main memory (RAM), CPU (control unit, arithmetic logic unit, registers), clock, address bus, data bus, control bus in the fetch-decode-execute cycle Embedded Systems understand the concept of an embedded system and what embedded systems are used for	
21st September 2026	Topic 3 Secondary Storage Understand the role of secondary storage and the ways in which data is stored on devices (magnetic, optical, solid state)	
28th September 2026	Topic 3 Operating Systems Understand the purpose and functionality of an operating system (file management, process management, peripheral management, user management) Utility Software Understand the purpose and functionality of utility software (file repair, backup, data compression, disk defragmentation, anti-malware). Robust Software understand the importance of developing robust software and methods of identifying vulnerabilities (audit trails, code reviews)	
5th October 2026	Topic 1 Programming Techniques Write algorithms that use variables and constants , understand the benefits of using Subprograms and 1D data structures . Data types Flowcharting and programming constructs sequence, repetition and iteration (over every item in a data structure) Arithmetic, relational operators and logical operators Types of errors – syntax, logical and runtime errors	
12th October 2026	Topic 2 Data Binary - Unsigned integers and two's complement signed integers Convert between denary and 8-bit binary numbers (0 to 255, -128 to +127) Binary Addition and subtraction Binary Shifts add together two positive binary patterns and apply logical and arithmetic binary shifts HEX why hexadecimal notation is used and be able to convert between hexadecimal and binary Character Sets how computers encode characters using 7-bit ASCII Bitmaps how bitmap images are represented in binary (pixels, resolution, colour depth) Sound how analogue sound is represented in binary (amplitude, sample rate, bit depth, sample interval) Data Storage (bit, nibble, byte, kibibyte, mebibyte, gibibyte, tebibyte) and be able to construct expressions to calculate file sizes and data capacity requirements. Compression need for data compression and methods of compressing data (lossless, lossy)	
19th October	PPE2	
Half Term		
2nd November	PPE2	