COMPUTER SCIENCE

Gone Phishing

Sequence, Selection & Iteration

Physical Computing

Python Programming One

Game Making

Searching & Sorting

Data Representation

Connection Failed

Python Programming Two

Structured Query Language

Hardware & Memory

Boolean Logic

3D Design & E-Waste

Forms of Attack

Python Programming Three

Attacks, Defensive Design & Testing

Physical Components of a Computer System or Network

The Theory of Programming

Boolean Logic & Uses of Numbering Systems

Networks & their operation

Algorithms, Program Development & IDEs

Impact on Us

Programming Project