

# St. John's Senior School



**Subject: Computing**  
**Teacher: Evan Zampekos**

**Form: 3<sup>rd</sup>**  
**Term: Autumn 2025**

WEEK	WEEK BEGINNING	TOPIC
1	8 <sup>th</sup> September	Computer systems: Hardware and software.
2	15 <sup>th</sup> September	Computer systems: Systems architecture - CPU.
3	22 <sup>nd</sup> September	Computer systems: Systems architecture - memory.
4	29 <sup>th</sup> September	Computer systems: Secondary storage.
5	6 <sup>th</sup> October	Computer systems: Software.
6	13 <sup>th</sup> October	Computer systems: h/d and s/w together
7	20 <sup>th</sup> October	Fundamentals of data representation: Numeric systems - binary
HALF - TERM		
8	3 <sup>rd</sup> November	Fundamentals of data representation: Using binary. Units of information
9	10 <sup>th</sup> November	Fundamentals of data representation: Converting from decimal to binary & from binary to decimal.
10	17 <sup>th</sup> November	END OF TERM EXAMINATIONS
11	24 <sup>th</sup> November	Fundamentals of data representation: Adding binary numbers.
12	1 <sup>st</sup> December	Fundamentals of data representation: Hexadecimal. Converting from binary to hexadecimal & from hexadecimal to binary.
13	8 <sup>th</sup> December	Fundamentals of data representation: Character encoding. ASCII and Unicode.

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**Term: Spring 2026**

WEEK	WEEK BEGINNING	TOPIC
1	6 <sup>th</sup> January	Fundamentals of data representation: Representing images.
2	12 <sup>th</sup> January	Fundamentals of algorithms: Computational thinking.
3	19 <sup>th</sup> January	Fundamentals of algorithms: Algorithms, description methods.
4	26 <sup>th</sup> January	<b>MINI TEST</b>
5	2 <sup>nd</sup> February	Programming: Introduction to Python - IDLE. Variables and constants. Identifiers. Data types.
6	9 <sup>th</sup> February	Programming: Arithmetic – Relational – Boolean operations.
<b>HALF - TERM</b>		
7	23 <sup>rd</sup> February	Programming: Programming constructs: sequence
8	2 <sup>nd</sup> March	Programming: Programming constructs: sequence, selection. Boolean logic.
9	9 <sup>th</sup> March	Programming: Programming constructs: iteration.
10	16 <sup>th</sup> March	Programming: Drawing with turtle-sequence
11	23 <sup>rd</sup> March	Programming: Drawing with turtle-selection

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WEEK	WEEK BEGINNING	TOPIC
1	20 <sup>th</sup> April	Programming: Drawing with turtle-iteration
2	27 <sup>th</sup> April	Programming: Drawing with turtle-putting it all together
3	5 <sup>th</sup> May (Tuesday)	Programming: Functions
4	11 <sup>th</sup> May	Programming: Drawing with turtle-functions
5	18 <sup>th</sup> May	Programming: Putting it all together.
HALF - TERM		
6	1 <sup>st</sup> June	END OF TERM EXAMINATIONS
7	8 <sup>th</sup> June	Programming: Putting it all together.
8	15 <sup>th</sup> June	Fundamentals of networks: Why network? Types and layouts.
9	22 <sup>nd</sup> June	Fundamentals of networks: Network hardware.
10	29 <sup>th</sup> June	Fundamentals of networks: Network setup.
11	6 <sup>th</sup> July	Network security.