Addition, half-adder

Validation,
menus, etc.

Binary
 flags,
 binary-
 decimal
 conversion

Controls & navigation

Complex
queries

Data,
field
types

**Computing**

Modelling

Error
correction

File
formats

Memory,
storage
& media

Game trees,
 "knowledge", etc.

Forms, validation, etc.

if, while, etc.

Transparency,
cropping, etc.

Shortest path,
Chinese
postman, etc.

Mark-up
e.g. HTML
and XML

Shift ciphers

Bitwise EOR - e.g. Lorenz

jpeg,
GIF,
 PNG

E-safety

**Graph Theory**

**User Interfaces**

Serial, parallel,
error correction

**Use of
Compression**

Conversion

Colours

**HTML/CSS**

**Hexadecimal**

**Use of
Images**

**Networks**

**Databases**

**Spreadsheets**

**Bitwise Boolean Logic**

**Encryption Techniques**

Implied by the
National
Curriculum