Learning graph

KS4 – Networks

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NOTE: Click VIEW > GUIDES > SHOW GUIDES

- **Exploratory**: May motivate exploration, introduce an idea, provide an essential foundation, or the beginning of understanding.

- **Landmark**: Points where ideas are brought together or where ideas stem from. May expand flexibility and associations with other areas.

1. **Lesson 1**
   - Define what a network is

2. **Lesson 2**
   - Describe the network hardware components

3. **Lesson 3**
   - List the advantages and disadvantages of networks

4. **Lesson 4**
   - Determine the need for MAC addresses

5. **Lesson 5**
   - Analyse specific examples including Ethernet and Wi-Fi

6. **Lesson 6**
   - Explain the importance of connectivity in modern computing systems

7. **Lesson 7**
   - Define and describe the internet

8. **Lesson 8**
   - Define the WWW and describe its main components

9. **Lesson 9**
   - Define circuit switching

10. **Lesson 10**
    - List the four layers of the TCP/IP model

11. **Lesson 11**
    - Describe factors affecting network performance

12. **Lesson 12**
    - Define packet switching

13. **Lesson 13**
    - Compare packet and circuit switching

14. **Lesson 14**
    - Describe the link layer and its associated protocols

15. **Lesson 15**
    - Describe the network/internet layer and its associated protocols

16. **Lesson 16**
    - Describe the transport layer and its associated protocols

17. **Lesson 17**
    - Describe the application layer and its associated protocols

18. **Lesson 18**
    - Describe how network speeds are measured

19. **Lesson 19**
    - Compare the internet and the WWW