COMPUTING & BUSINESS INTENT

Computing

The Computing department at Salford City Academy aims to develop confident digital citizens. Through challenging and engaging projects, students will learn how to use computational thinking skills to solve given problems. All students will have the opportunity to write programs, design webpages and apps, and produce professional quality digital products. We aim to equip pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with Mathematics (logic gates, arithmetic operations, search/sort, binary), Design and Technology (3D printing, robotics) and elements of PSHE (being safe personally, online and media, communities and culture, social responsibility and relationships). Computing also ensures that students become digitally literate- able to use, and express themselves and develop their ideas through, information and communication technology.
We are developing a mastery curriculum, which embeds the three main strands of computing, digital literacy, computer science and information technology. Consideration has been addressed for the sequencing of the SOW in terms of developing creativity and solving problems within a meaningful context and tools that they will use. Units have been built on during the course of Year 7, 8 and 9. We have several links to the community surrounding our students for example, Media City, encouraging the students to be part of the development of the opportunities it offers. Students in our school come from a range of background of backgrounds, with access to digital technology influenced by social, cultural and economic factors. We aim to provide a secure and accessible environment in which all of our students can flourish and in which all contributions are considered and valued.

At KS3, students will design, use and evaluate abstractions that model the state and the behaviour of real-world problems and physical systems. Currently students will learn 2 text- based programming languages: Python and HTML. Students will undertake projects that involve selecting, using, and combining multiple applications to achieve challenging goals. This includes collecting and analysing data and meeting the needs of known users. They will understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy, recognising inappropriate content, contact and conduct and knowing how to report concerns.

At KS4, students will follow OCR Computer Science, where students will cover how to write algorithms, use computational thinking/logic, understand about data representation in computers and producing robust programs. We are dedicated to ensuring that our students leave the Academy with the skills to embrace a future of rapidly advancing computer technology. This is further encouraged through our Aspire clubs, Digital Minds and also Coding clubs. We encourage students to attend Aspire clubs, to provide a broad range of activities during these sessions range from robotics, coding, creating apps.

Creative Media Production

Creative media production is designed to encourage students to enhance their enjoyment and appreciation of the media and its role in their daily lives; develop a critical understanding of the media through engagement with media products and concepts and through the creative application of practical skills. The students will explore production processes, technologies and other relevant contexts and become more independent in research skills and their application in their practical work and in developing their own views and interpretations. The practical element of the course is designed to provide the skills and knowledge to evaluate how genre, media conventions and technical and symbolic elements are manipulated to make representations and meaning. Our students work in a range of media understanding of the codes and conventions used by producers.

Students will study a broad range of media forms and products, producing a comprehensive and balanced study of the media that encompasses audio-visual, print based and online forms, as well as exploring newer technologies such as

gaming and the interrelationships between them. The creative media sector is a dynamic growing and rewarding sector to work in, with new opportunities arising continually.
The SOW allows knowledge and understanding to be covered in KS3 and built upon in KS4. The students will be provided with genuine skills they can take into the workplace, project management, team working, creative design and communication.

We encourage the students to attend Aspire clubs Film Club, these session encourage pupils to watch/read a wide range of media products to be able to analyse the codes and conventions of the products.

Business

We study Business Enterprise and Marketing to develop a wide range of skills including communication, problem solving, presenting, and project management. Business students quickly learn to relate their subject knowledge to real life experiences and to use critical thinking, analysis, and evaluation to understand some of the business and marketing decisions we observe in our local, national and internal markets. We hope, through studying business, out students will be better prepared for adult life being equipped to make sensible financial decisions, identify opportunities, respond to internal and external influences and to be more connecting in the business they engage with.

Students will study a range of topics ranging from understanding how to target a market, what makes a product or service financially viable, product development to identifying the customer, completing market research and reviewing if the business is viable.

The sequencing of the units are completed in line with examination syllabus and the knowledge of the exam unit is threaded through the whole course. The coursework units allow use to connect with the pupils with their community and the business in the local area. In Business Studies we aim to enable every pupil to leave school with an accredited qualification. We strive to reduce the attainment gap between groups of students by making effective use of data to inform teaching and learning any by constantly developing our skills as a teaching team. All staff have up-to-date knowledge and understanding of our subject and working as a team helps us to help our students to reach their full potential. We play a key part in developing skills that will prepare students' workplace skills which in turn will contribute to their economic wellbeing. Our curriculum contextualises learning through the use of real life situations and problem solving scenarios. Our students develop personal qualities such as the ability to work effectively in teams.