

ICT/COMPUTING CURRICULUM INTENT

ICT/Computer Science equips pupils to use computational thinking and creativity to understand and change the world. It has deep links with mathematics, science and design and technology, and provides insights into both natural and artificial systems.

KS3

Students are taught the principles of information and computation; how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, students are equipped to use information technology to create programs, systems and a range of content. Computer Science also ensures that students become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Students will have the opportunity to develop sector-specific knowledge and skills in a practical learning environment. The main focus is on four areas of equal importance, which cover the:

- development of key skills that prove aptitude in digital information technology, such as project planning, designing and creating user interfaces, creating dashboards to present and interpret data;
- process that underpins effective ways of working in digital information technology, such as project planning, the iterative design process, cyber security, virtual teams, legal and ethical codes of conduct;
- attitudes that are considered most important in digital information technology, including personal management and communication; this is also studied through applying all areas of the framework: newspapers, television, music video and online, social and participatory media. Advertising and marketing, film, video games, radio and magazines are studied;
- knowledge that underpins effective use of skills, process and attitudes in the sector such as how different user interfaces meet user needs, how organisations collect and use data to make decisions, virtual workplaces, cyber security and legal and ethical issues.

KS4

GCSE Computer Science

Students are introduced to core principles of computer science and develop skills in problem solving and computational thinking. This builds on skills learned in Key Stages 1 to 3 in Computer Science/IT whilst also ensuring that students new to the subject are supported appropriately. Following on from more visual programming environments, programming skills are further developed using high-level textual programming languages.

Students develop knowledge and understanding of how technology can be used to help proactively with current issues that impact on modern society, preparing them for their next steps in today's global world.



OCR Creative iMedia/BTEC Creative Media Production

The Cambridge Nationals in Creative iMedia /BTEC Creative Media Production will equip learners with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills such as research, planning, and review, working with others and communicating creative concepts effectively. Through the use of these skills, learners will ultimately be creating fit -for-purpose creative media products.

The Cambridge Nationals in Creative iMedia/BTEC Creative Media Production will also challenge all learners, including high attaining learners, by introducing them to demanding material and techniques; encouraging independence and creativity and providing tasks that engage with the most taxing aspects of the National Curriculum.

