



Empowering students to be digitally literate

Computing is a vital subject in a rapidly evolving digital world. At Salford City Academy, we believe that computing empowers students to think logically, solve problems, and be creative. It enables them to not only understand the digital world around them but to shape it. Through our computing curriculum, students develop essential skills in computational thinking, digital literacy, and media creation, preparing them for both further education and the workplace.

We are committed to equipping our students to use technology safely, creatively, and responsibly. Our computing curriculum helps them become confident and competent users of digital tools, enabling them to express their ideas effectively and navigate the digital landscape with awareness and care. These skills are key to thriving in a future where technology plays an increasingly central role in every career and industry.

A Curriculum for the Future

Our computing curriculum is built around three core strands: Digital Literacy, Information Technology, and Computer Science. These are carefully embedded throughout Key Stage 3 to help students build confidence and fluency across a broad range of computing concepts and skills.

In Year 7, students are introduced to key computing principles including e-safety, the history of computing, and learning to use a variety of software tools for a purpose. There is a strong focus on digital awareness and responsible internet use. Students learn to access and navigate systems and develop foundational skills in commonly used applications.

In Year 8, students begin applying their learning more creatively and technically. They develop programming skills using Python and Scratch, explore 2D animation and graphic design, and are able to develop support for a cause using a variety of software tools to build a campaign. Ethical issues around computing and digital systems are also covered.

By Year 9, students will begin to understand the features of secure computer networks. Media work becomes analytical, focusing on camera techniques, audience targeting, and representation in digital products. Ethical computing is studied in greater depth, reinforcing digital citizenship.

Curriculum Principles

Our curriculum is designed with the following five principles in mind to ensure quality, consistency, and progression:

Entitlement: Every student is entitled to a rich and balanced computing education. The curriculum covers key knowledge across computer science, information technology, and digital literacy. Both declarative knowledge ('knowing that') and procedural knowledge ('knowing how') are explicitly taught and connected.

Coherence: Learning is sequenced so that skills and knowledge build logically over time. For example, students begin coding with Scratch in Year 7 and move to Python in Years 8 and 9. Debugging, logic, and problem-solving are developed progressively and underpin later learning, including the media-focused content at KS4.



Mastery: Core foundational knowledge is secured before moving to more advanced concepts. Students revisit and apply learning in new and varied contexts to deepen understanding and ensure long-term retention.

Adaptability: Teachers tailor lessons to the needs of their students, ensuring an inclusive and supportive environment. Logical thinking, algorithmic processes, abstraction, and evaluation are introduced in accessible ways, allowing students to grow in confidence and independence.

Representation: Students see themselves and the wider world in the curriculum. Issues such as digital inequality, online safety, and media representation are explored to promote understanding and reflection. We teach students how to verify information online, protect their digital identity, and critically analyse digital content.

Enrichment and Education with Character

We provide extra-curricular clubs in ICT and computing where students explore programming, digital design, and tech-based problem solving. These activities build on classroom learning and encourage creativity and teamwork. At KS4, our Aspire Programme gives students hands-on experience with advanced graphics and media software, preparing them for industry expectations. Through a forward-thinking curriculum, students at Salford City Academy gain the skills, confidence, and awareness to succeed as responsible and creative digital citizens.