

Subject: Computing

Curriculum intent:

Our Computing curriculum allows young people to become digitally literate in the use of hardware, software and also in computing. Students will develop their use in various pieces of software allowing them to access information and communication technology at a level suitable for the future workplace and as active participants in a digital world. Students will also develop their use of computational thinking and creativity. They will become able to express themselves and develop their ideas, creating programs, systems and a range of content. Computing is the pathway to future qualifications and careers in computing.

In KS4 the Creative i media qualification allows students to explore the exciting world of the media industry and computers. Students will explore digital graphics and how brands use brand identity and target audiences. Students will create a brand identity and graphics. Students will also explore the world of games and game design. Students will look at sequencing instructions to control events from user interactions from inputs that give an output using algorithms. The students will learn and develop all these skills, knowledge and understanding while creating industry-ready products in our purpose-built and fully equipped computing classroom.

KS3

	Autumn Term	Spring Term	Summer Term
Year 7	Microsoft Software Computer hardware	Programming	Programming Spreadsheets
Year 8	How computers work Binary	Programming	Creating a website Databases
Year 9	Digital graphics	Programming	Digital games

KS4 Creative I media: OCR J834

	Autumn Term	Spring Term	Summer Term
Year 10	R094 Digital Graphics Component	R094 Digital Graphics Component R099 Digital Games Component	R099 Digital Games Component
Year 11	R093 Exam Component	R093 Exam	

