



Curriculum Statement: Computer Studies

In a world that's changing really quickly, the only strategy that is guaranteed to fail is not taking risks. – Mark Zuckerberg

Curriculum Rationale

The rationale for the computer studies department is to prepare students to have an active role in the digital world that surrounds them. We want them to develop a sound understanding of computing concepts which will help them get the best from the systems they use and how to solve problems when things go wrong. We also have created the curriculum in preparation for their KS4 courses whilst also developing their basic IT literacy for across the curriculum. All KS3 pupils have electronic workbooks with differentiated tasks tailored around Computer Science GCSE and Cambridge Nationals iMedia.

Curriculum Progression & Strategies

The computer science curriculum is modelled from some of the National curriculum programmes of study and focuses on:

- Why computer science is important
- Key concepts and terminology that arise at GCSE computer science
- Processes and techniques that they would have to carry out e.g. computational thinking
- Embedded a range of content from GCSE computer science
- Problem solving and critical thinking whilst approaching a problem

The IT curriculum is modelled on Cambridge Nationals iMedia and focuses on:

- Using applications to solve real world-problems
- Using hardware and software within a business environment
- Evaluation and usability
- Exploring technology whilst being productive and creative.

Curriculum Overview:

Year 7:

- AUT: E-Safety
- SPR: Video creation
- SUM: Being a computer scientist

Year 8:

- AUT/SPR: Web development
- SPR/ SUM: Computational Thinking and Programming

Year 9:

- AUT: Fundamentals of computer science
- SPR: Creating digital graphics
- SUM: Creating a multi-page website

Curriculum Enrichment