A specialist maths and computing school

Curriculum Information 2021-22

The information below outlines the content of the curriculum for each subject.

Subject: Computing/Computer Science

Vision What do we want our young people to gain in our subject? Our aim is teach pupils an awareness of the technological world around them and to develop their digital literacy skills.	
Key Stage	**Learning content**
Years 7, 8 & 9	An introduction to the world of Computing where pupils are taught a wide range of skills to develop their understanding of technology, programming and digital awareness. The units learnt at Key Stage 3 will help pupils to better understand the technological world and develop their digital literacy skills.
Years 10 & 11 Creative iMedia	Pupils who choose Creative iMedia will go on to study 4 units: • RO81: Pre-production Skills, which teaches pupils how to plan, develop and create media products. • RO82: Creating Digital Graphics, where pupils will learn about the purposes, properties and planning of digital graphics. • RO85 Creating a Multipage Website, where pupils will learn the basics of website design and creation. • RO87: Creating Interactive Multimedia Products, pupils will plan and crate an interactive multimedia product to a client's requirements. The units all use a mixture of theory and practical based tasks to develop pupils learning and understanding in how to meet a client's requirements for a desired product.
Years 10 & 11 Computer Science	Students taking the Computer Science GCSE will take 7 units of work across the 2 years. A broad range of theories will be covered from computational thinking to number bases, networks and ethics to computer systems and software in the 2 years. Students will also take upon themselves the time to learn the fundamentals of programming and coding and putting theory into practise with the tools provided in these units.