



INTENT

Our intent is to give students a thorough and ambitious education in Computing, equipping them to use technology, computational thinking and creativity to understand and change the world. It is now more important than ever that young people are able to use technology positively, responsibly and safely, and that they see good models of this. We want our students to develop the foundations to enable them to be discerning, life-long learners in a fast-moving landscape.

Our aim is to ensure that students will have gained key knowledge and skills in the three main strands of the National Curriculum for Computing (2014): computer science (programming and understanding how digital systems work), information technology (using computer systems to create, store, retrieve and send information) and digital literacy (evaluating digital content and using technology safely and respectfully), by the time they leave our school.

IMPACT

The Computing department at our school has made significant strides in empowering students with essential technological skills, fostering innovation, and preparing them for future careers in the digital age. Through coursework, hands-on projects, and extracurricular activities, our department has a profound impact on both students and the broader school community.

1. Student Empowerment:

Our computing curriculum equips students with foundational knowledge in programming languages, algorithms, and problem-solving techniques. By engaging with real-world coding challenges and projects, students develop critical thinking skills and the confidence to tackle complex problems independently. This empowerment extends beyond the classroom, as students apply their skills to personal projects and competitions.

2. Diversity and Inclusion:

We prioritise creating a welcoming and inclusive environment where students from all backgrounds feel valued and supported. Our department actively encourages participation from underrepresented groups in STEM fields, including girls and minorities.

3. Innovation and Creativity:

Computer science is not just about coding; it's about fostering creativity and innovation. Our department encourages students to explore their interests and pursue ambitious projects that push the boundaries of technology. From developing mobile apps to designing video games, students have the opportunity to unleash their creativity while honing their technical skills. Through collaborative teamwork and project-based learning, students learn to approach problems with creativity and adaptability.

4. Preparation for the Future:

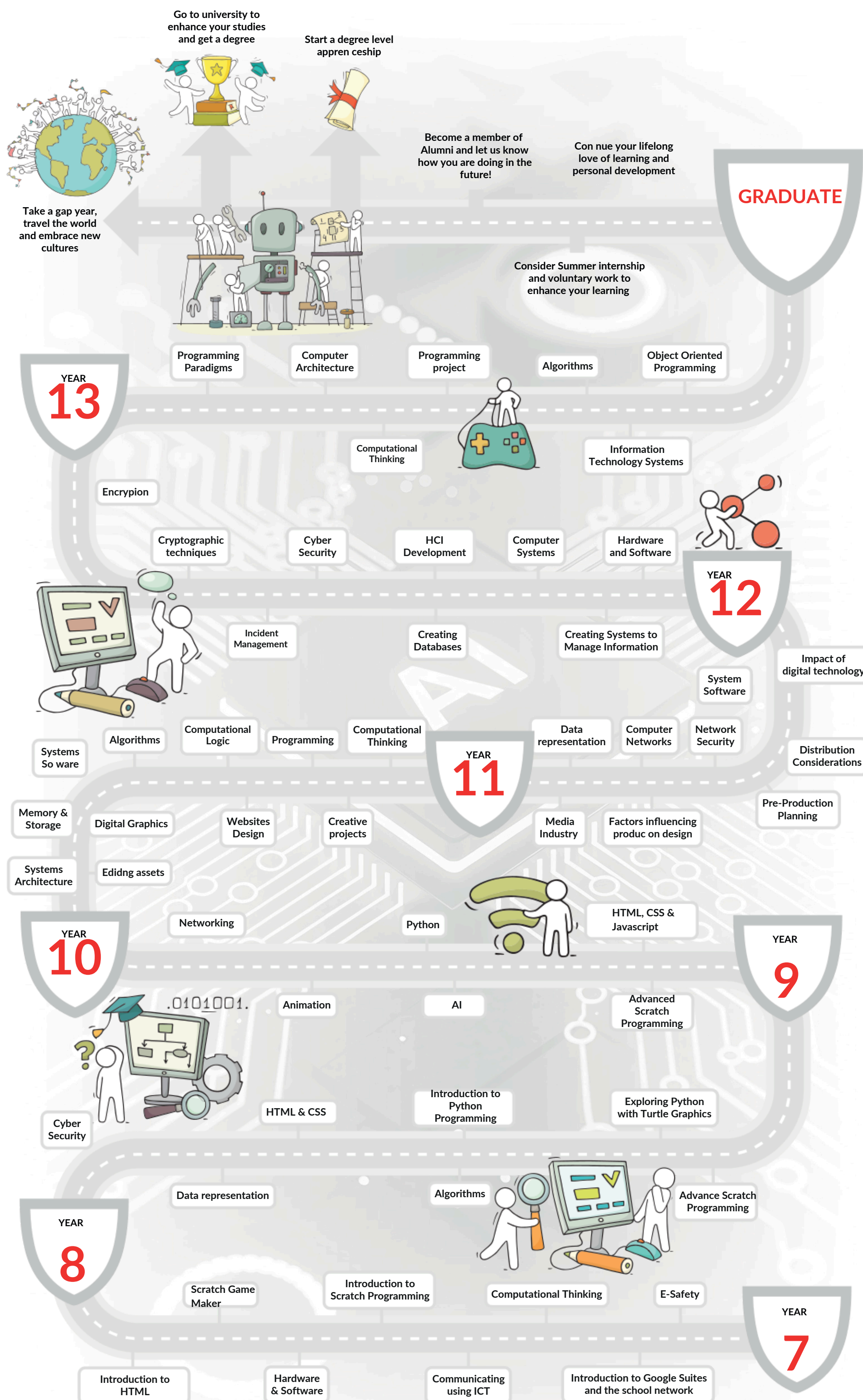
In today's digital world, proficiency in computer science is more important than ever. Our curriculum is designed to prepare students for a wide range of future career paths, whether they choose to pursue software development, data analysis, cybersecurity, or beyond. By mastering fundamental concepts and staying abreast of emerging technologies, our students are well-positioned to thrive in an increasingly tech-driven society.

In summary, the Computing department is dedicated to empowering students, fostering diversity and inclusion, promoting innovation and creativity, preparing students for the future, and engaging with the broader community. Through our efforts, we aim to cultivate a new generation of technologically savvy leaders who are equipped to tackle the challenges of tomorrow's world.

KEY PRIORITIES

To review and implement curriculum changes with a view to ensuring suitable diversity across the curriculum offer

- To ensure that the rigorous remote curriculum still runs parallel to the in-school curriculum, where pupils are isolating or unable to attend school To use the Rosenshine principles in order to utilise research and classroom practice to improve student progress
- Where new staff are within the department, ensure that induction and ongoing support is in place
- Vary the diet for recall techniques to improve student practice
- More focus on the use of case study language within answers to add to precision
- Include specific and directed references to careers and progression routes in lessons.
- To develop and implement revised KS3 & KS4 Computing curriculum
- Transition to Google Suites for KS3, KS4 & KS5
- To ensure teaching resources continues to incorporate scaffolding & challenge
- Raise profile of Computing
- Proportionate representation in Computing qualifications



"Everybody Matters, Everbody Succeeds, Everybody Helps"