Computer Science & ICT Curriculum intent

Intent

At All Saints Catholic College our aim is to provide students with useable, practical skills in ICT and in digital media. We hope that these not only enhance and support their academic lives, but also provide them with the life-long skills allowing them to function at a high level, in our ever more digital society. There is significant importance given to ensuring that students are safe in their digital worlds, so throughout their time with us there is a running foundation of being safe, sensible and responsible digital citizens.

Implementation

We begin each school year in the same way, with significant input on being a safe responsible and respectful digital citizen, this includes how to set strong passwords, safe social media, managing your digital footprint, the effects of ICT on mental health, dealing with trolling, cyber bullying and sexting and cyber-crime and network security. Being a good digital citizen is regularly reviewed throughout KS3 and KS4. It is by far the most important part of ICT and Computer Science and one which we take very seriously at All Saints Catholic College.

At KS3 the aim is to initially provide the solid procedural ICT skills that are necessary to us all. These include managing files and folders, developing word processing skills for academic assignments and projects and making sure they have the general key ICT skills to complete day to day tasks in school now, and in their future college, university and adult careers. We then develop the pupil's ICT skills further by providing them with the opportunity to use a wide variety of different software's including coding, graphic design, sound editing, desk top publishing, multimedia development, green screening and digital comic design. This then builds to ensure that children are able to use these skills and knowledge in a more declarative way. The KS3 curriculum is fully mapped against the National Curriculum for Computing covering the three main pillars of progression – computer science, information technology and digital literacy.

At KS4 we run the very popular Creative Imedia course, this is a combination of both pre-production planning skills and further developing their proficiency and independence in a wide range of digital software's covering sound editing, multimedia design, digital comic design, animation, graphical design to web & game development. These are the skills of the future, these are the skills that will enable our pupils to shine in job interviews and future jobs.

Additionally, at KS4, we ensure that all of our pupils, irrelevant of choosing Creative Imedia at KS4 have the opportunity to develop the three pillars or progression "computer science", "information technology" and "digital literacy". To ensure we offer this we ensure that children experience a wide range of software and hardware to develop their digital literacy

and have trained to be respectful, safe and independent ICT users and have the opportunity to use computational thinking in their wider KS4 curriculum. We have mapped how the essential pillars of Computing progression are accessed by our students in a full document available on our website.

Impact

We want students to be capable and enthusiastic about ICT and Computer Science and want them to have the desire to take it further and this is regularly the case. It is very common for students to choose to move onto digital media & Computer Science related courses at KS4, University and beyond. When students leave us, there are three words that are important to us capable, enthused and respectful, these three words underpin the entire ICT and Computer Science curriculum and that is what our future students to be.

How are children assessed?

KS3

When children arrive at the beginning of year 7, they are set baseline tests which assess their declarative and procedural knowledge of Computing. Following this we are able to ensure that the curriculum for the next three years builds upon their KS2 knowledge and provides them with core pillars of progression to access their KS4 studies.

Over KS3, children are assessed via a series of topic based projects. These cover all aspects of digital literacy, information technology and computer science. Additionally, children will complete regular checkpoint tests and short extended writing exercises covering the declarative aspects of the pillars of progression in the Computing curriculum.

KS4

Creative iMedia is formally assessed through one formal external examination which covers pre-production techniques and declarative knowledge and two controlled assessments. The controlled assessments are set by the examination board and cover the procedural aspects of the course. Over the course of the two-year course duration, children will complete practice examination papers and mock controlled assessment to prepare for their final examination and controlled assessment.