Computing

Our intent
Our aim through the computing curriculum is to ensure that all students are digitally literate, able to create digital content confidently, know how to share this with others, and also know how to keep themselves safe whilst doing so. These are important skills in today's society whether or not a student chooses to make further study of computing one of their academic options as they progress through the school.

Our 'why'
Digital literacy should be considered a key skill in the modern world. An increasing amount of jobs feature digital / computing elements.

Our curriculum aims to provide students with logical and creative opportunities which increase their capability with digital devices and deepen understanding of how technology works.

Additional skills that are explored in the subject include:
- Artificial intelligence and machine learning.
- E-Safety and Cyber Crime awareness.
- Graphic Design, Web Design & Photography.

"Digital literacy should be considered a key skill in the modern world."

"Animation, Graphic Design, Web Design and Photography are examples of the many enrichment opportunities".

Our 'how'
The curriculum is designed to provide students with a clear sequence of lessons that build on prior learning whilst shedding light on the many careers that an understanding of computing can lead to.

Digital Skills, E-Safety, Computing Concepts and Programming are the main focus of computing lessons to ensure a strong understanding of fundamentals.

Animation, Graphic Design, Web Design and Photography are examples of the many enrichment opportunities available throughout KS3 computing.