Provision for Computing at KS4

Uptake for GCSE Computing is high and growing. Those students who choose the subject at GCSE complete two years of in-depth study which exceeds what is required by the National Curriculum.

All students, whether they study GCSE Computing or not, experience provision which meets NC standards.

The table below shows the NC standards, and the ways in which the school meets these.

All students should be taught to:	
develop their capability, creativity and knowledge in computer science, digital media and information technology.	The use of Information Technology is deeply embedded across the school: - All students have a personal device. - Students use Office 365 packages on a daily basis. - Teams is used extensively as the school's online platform. - Word and Powerpoint are used regularly by both students and staff to create and share teaching resources and assessed work. - A range of online teaching platforms are used regularly with students. These include MyMaths, Quizlet, Kahoot and Seneca. Specialist software is taught and used in some subject areas e.g. Photoshop is used in Art Photography, Adobe Illustrator in Design and Technology.
understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns.	Online safety is taught principally through the PACE curriculum: - In year 10, students consider grooming and online stalking, online disinhibition, and the use of 'big data' by tech companies. - In year 11, students undertake work on fake news, filter bubbles and confirmation bias. They also receive further, Police-led input on grooming. This work forms part of a coherent online safety curriculum, which can be seen here. Additionally, input about phishing is delivered through form time, and students will, from September 2023, receive regular simulated phishing attacks. Throughout the PACE curriculum, students are taught to report online concerns. A range of tools to report harmful online content can be found in the 'e safety' section of the wellbeing page on the school website.
develop and apply their analytic, problem-solving, design, and computational thinking skills.	The school's rigorous and academic KS4 curriculum ensures that students engage in analysis and problem-solving across subjects on a daily basis. To ensure that all students develop these skills, and computational thinking skills, in an explicitly Computing environment, a 'drop down' day is being introduced in Y10 in the 23/24 academic year (scheduled for 2nd July 2024). This will allow students to be taught elements of computational thinking and to develop these further.