Curriculum Intent

Subject: **Computing**
Year: **KS4**

	What?	Why?	National Curriculum Links
All Years	**Digital Literacy using iPads** All pupils in KS4 have an iPad provided for educational enrichment and to supplement all lessons. Pupils use OneDrive and learn to save effectively to the cloud with aproriate folders and file names. All classes use Microsoft Teams to distribute, complete and assess work. Pupils can communicate, collaborate and prove work in a variety of mediums. Microsoft Office suite is used in lessons to produce evidence of learning. Pupils use a web browser and search engines to research and work independently. Kahoot, Blooket, Microsoft Forms and Educake quizzes are used as a real time assessment and consolidation tool. Spreadsheets used in mathematics lessons to represent and analyse large amounts of data. Accessibility tools used for pupils with SEN.	Digital literacy worked on across all lessons, not just Computing. Consistent use across school. OneDrive is vital to accessing work and evidence in all lessons. Skills taught so pupils can work from any device. Folders and files taught in Computing help with organisation. Teams allows pupils to work together and access work anywhere at any time in a variety of mediums. Using tools such as dictation allow pupils with literacy challenges to access. Office suite taught in KS3. Used to produce work in lessons. Appropriate use of web searches taught, including how to search effectively and reference materials. Real-time assessment gives pupils instant feedback. Routines and regular use means that pupils can use it independently. Linked to spreadsheets in Y7 Computing. Allows all pupils to access material and remove barriers to learning.	**4.1:** Develop their capability, creativity and knowledge in computer science, digital media and information technology **4.2:** Develop and apply their analytic, problem-solving, design, and computational thinking skills **4.3:** Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to report a range of concerns

PSHCE	**Online Safety** In this unit, learners will evaluate the online world and their own internet activity for safety concerns and equip themselves with tools for protecting their online identities. As most learners will already have some form of online presence and familiarity with online spaces, the purpose of this course is for them to start thinking more critically about how they, and others, conduct themselves online. Learners will also be asked to discuss key debates around the online world, such as the extent of their right to privacy, and which powers should be granted to organisations and states. As much as possible, learners should be encouraged to develop their own ideas and opinions in order to become engaged citizens when it comes to online rights. In addition to learners understanding the context of online safety and the potential dangers they are at risk of, a key takeaway of this course is a repository of practical, risk-reducing steps that learners can implement online.	Impact of technology - Understand how individuals, systems, and society as a whole interact with computer systems Safety and security - Understand risks when using technology, and how to protect individuals and systems	**4.3:** Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to report a range of concerns
Careers	**IT and the World of Work** This unit conveys essential knowledge relating to binary representations. The activities gradually introduce learners to binary digits and how they can be used to represent text and numbers. The concepts are linked to practical applications and problems that the learners are familiar with.	Design and development - Understand the activities involved in planning, creating, and evaluating computing artefacts Impact of technology - Understand how individuals, systems, and society as a whole interact with computer systems	**4.1:** Develop their capability, creativity and knowledge in computer science, digital media and information technology