

Broadening Horizons

We aim to broaden horizons by introducing software tools that can be used for a wide range of purposes. Many of the tools introduced are free and available for students to use at home. We ensure that students understand how software can be used in the real world, e.g. to plan an event or manage finances. We also introduce students to hardware and software that many students may not have access to outside of school, including Micro:bits, the Adobe suite, Microsoft Office, Chromebooks and PCs.

Careers

We run a series of 'Careers in the Curriculum' weeks in our school. For ICT, this week takes place in December. Students take part in a number of activities to encourage them to think about how what they learn in the classroom can be applied in a number of future careers including: IT Manager, Software Developer, Data Scientist, Web Developer and Information Security Analyst.

Immerse Yourself



Wick Editor

The Wick Editor is a free, open-source tool for creating games, animations and everything in-between.



Photopea

Photopea Online Photo Editor lets you edit photos, apply effects and filters, add text, and crop or resize pictures.

Both Wick Editor and Photopea can be accessed free of charge from a Chromebook.

Praise and Reward

Our rewards system can be broadly split into four categories: classroom level, subject level, school level and privilege rewards. We'll focus on classroom and subject rewards here - for more information about our rewards schemes, please see our website.

CLASSROOM LEVEL REWARDS

Awarded for: working hard, taking risks and rising to a challenge, making mistakes and learning from them, helping others, and taking pride in the school community.

Rewarded by: praise postcards, positive phone calls to parents/carers, positive text messages home, and lesson based prizes.

SUBJECT LEVEL REWARDS

Reward scheme: star of the week, curriculum awards (Subject/School Way, participation, working with pride, embracing the whole curriculum), high flyer, extra mile, most improved.

Rewarded by: names displayed on reward boards, certificates, social media posts.

Contact

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BBC Bitesize Computing & ICT

BBC Bitesize's Computing and ICT 1st Level has a range of information and activities linked to our KS3 curriculum. Scan the QR code to check it out!



Edition 3
December
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Curriculum Intent

In Computing we aim to provide an engaging, challenging, well sequenced curriculum which is broad and balanced, covering a range of computing and ICT topics. We aim to develop our students into 21st Century Digital Citizens who are able to use digital technology safely and responsibly, and to teach students both how to use technology effectively, with an understanding of how it works.

We aim to engender a love of learning, self-belief and aspiration through 4 key intentions:

- The Removal of Barriers to Learning
- Developing Skills for Learning
- Developing Personal Attributes
- Enriching Student Experiences and Broadening their Horizons

The Computing and IT Department’s core purpose at KS3 is to deliver an engaging and challenging curriculum through outstanding teaching and learning. Our aim is for students to develop skills and knowledge in digital technologies and computer science, to prepare them for a future in a world where the use of this technology is fully embodied.

Students are given the opportunity to develop their computer coding and digital technology skills, allowing them to take their studies onto KS4 and beyond, developing skills that can be applied in a range of career paths and industries.



Have your say!

At WPT we’re always looking for feedback. If you have any thoughts/opinions on this Curriculum Newsletter, its content or the curriculum in general, please scan the QR code to fill out a short feedback form.



Year 7 Curriculum

In Year 7, computing is delivered via 1 lesson per week. Students cover the following topics.

Introductory ICT Skills

An Introduction to the Wickersley Partnership Trust IT suites and Google Workspace for Education. In this topic we cover the essential IT skills required across school such as logging onto computers, email, Google Classroom, presentation skills with Google Slides and word processing with Google Docs

Online Safety

Once students have the skills to access the technology in school and at home, our key focus is to ensure that students are aware of the risks associated with technology, how to spot them and what to do if they have any concerns.

Computing Fundamentals

Here the focus is on developing an understanding of how technology works. We explore how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits along with the hardware and software components that make

up computer systems.

Image Manipulation & Animation

Students will learn how to design and create digital assets. Photopea, a free browser based alternative to Photoshop, is used to cover some fundamental image manipulation techniques. Basic animation techniques are then covered using Wick Editor - here students will create keyframe and tween animations.

Kodu

Students create games using a block based programming interface. Fundamental programming concepts are covered, with a focus on logic and problem solving rather than text based programming syntax. Students will explore programming concepts such as repetition, variables and conditional statements when creating games in the Kodu Game Lab.

Scratch

Students will build on the fundamental programming concepts covered in Kodu, in the Scratch block based programming environment. Like with Kodu, the block based interface helps us focus on logic and problem solving rather than syntax. Key programming concepts such as sequence, selection, iteration and variables are covered along with computational thinking principles such as problem decomposition.

Assessment Points

Students are assessed at the end of each topic, roughly once per half term. Assessments are in a variety of formats including short and long answer written questions, multiple choice questions and practical tasks.

The Computing Way

The Computing Way is designed to help students become young subject specialists and has a key focus on the vital skills needed to achieve their full potential in this subject area.

