Key Stage 4 Computing Curriculum Blocks

Purpose:

To equip students to use computational thinking and creativity to understand and change the world. The computing curriculum blocks days ensure that students become digitally literate – able to use, and express themselves and develop ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in the digital world.

Key Stage 4 Computing National Curriculum

All pupils must have the opportunity to study aspects of information technology and computer science at sufficient depth to allow them to progress to higher levels of study or to a professional career.

All pupils should be taught to:

- develop their capability, creativity and knowledge in computer science, digital media and information technology
- develop and apply their analytic, problem-solving, design, and computational thinking skills
- 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.

Year 10 – Curriculum Block 1 - IT and the world of work

Examine modern technology tools that assist with inclusivity and accessibility. Evaluate effective online communication and collaboration. Create a positive work environment for remote working. Digital safety and work.

Year 10 – Curriculum Block 2 – Media

Create pre-production planning materials. Create raster and vector graphics. Utilise the software required for digital video creation. Create a multi-page website using open source tools.

Year 11 – Curriculum Block 1 - IT Project Management

Identify why project management is important and recognise the common tools used. Manage a project for a given scenario. Including using excel – functions, formulas, and formatting in a spreadsheet, Develop a spreadsheet for a given scenario.

National Curriculum Coverage:

National Curriculum Coverage	Non-GCSE				
	Online safety	IT and the world of work	Media	Spreadsheets	IT project management
Develop their capability, creativity and knowledge in computer science, digital media and information technology.		✓	✓	✓	✓
Develop and apply their analytic, problem-solving, design, and computational thinking skills.				✓	✓
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.	✓				

Digital safety is covered withing Learning for Life.