



Subject: ICT

CURRICULUM INTENT

At King Arthur's school, we aim to prepare our learners for their future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever changing digital world. Knowledge and understanding of Computing is of increasing importance for children's future both at home and for employment. Our Computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety to ensure that children become competent in safely using, as well as understanding, technology. Embedding the skills, knowledge and understanding support the schools curriculum content, safety and safeguarding policy. The intent is that students are safe, knowledgeable and IT literate. Our intention is that ICT also supports children's creativity and cross-curricular learning to engage children and enrich their experiences in school.

At King Arthur's School, we aim to deliver an innovative, inspirational, broad and balanced curriculum which demonstrates to all students the inescapable importance of technology in the modern world, providing them all with a deep-rooted love of learning through inspirational subject content. We aim to challenge stereotypes by linking learning to and using examples from the real world, raise aspirations and support all students to achieve their personal best.



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The curriculum aims to develop well informed and knowledgeable students, who are able to actively interrogate information given to them and make well informed decisions. Our intention is to create a knowledge-rich curriculum which focusses on applying knowledge to develop core skills, rather than focussing on teaching any specific software application. The ability to breakdown and analyse a problem and identify a possible solution is far more valuable, for example, than knowing the inner workings of Microsoft Office. At King Arthur's school, we intend to educate our students to interrogate sources of information, identifying those most likely to be accurate and seeking to verify this, whilst being able to spot and disregard fake news. We aim to teach this explicitly at first, but later embedded within a range of units to encourage this to become their natural action when presented with a 'fact' online.



CURRICULUM IMPLEMENTATION

The Computing curriculum at Key Stage 3 follows the National Curriculum (as applicable) and supports clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children.

To ensure a broad range of skills and understanding, ICT is taught across three main strands: digital literacy, computer science and information technology. As part of information technology, children learn to use and express themselves and develop their ideas through ICT for example writing and presenting as well as exploring art and design using multimedia. Within digital literacy, children develop practical skills in the safe use of ICT and the ability to apply these skills to solving relevant, worthwhile problems for example understanding safe use of the internet, networks and email. Students will understand the environmental, ethical and legal impact of technology.

Through our computing lessons, we teach students to begin to understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation, also to analyse problems to computational terms, and have practical experience of writing computer programs in order to solve such problems. We also teach a progression of Computing vocabulary to support children in their understanding. Students at KS3 are introduced to number skills used in computing such as binary, denary and how sequences such as the Fibonacci Sequence relates to Computing. Students learn coding systems such as Scratch and Kodu as well as systems such as Photoshop to enhance their learning of photography skills.



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At Key Stage 3, particularly, all students learn animation, editing of digital graphics, programming, website design and much more, before specialising much later on. Here, innovative lesson content inspires our young people to have a growth mindset. A huge amount can be achieved with technology and we demonstrate this to our young people during our time with them.

At Key Stage 4 students are given the opportunity to study the OCR Level 2 Creative Imedia course. The course we teach follows the exam board curriculum, where we cover an obligatory exam unit (RO81) and a required coursework Unit (RO82) in addition to optional units. As per the course specification, this course is split into modules covering different aspects of creative imedia.

We embed a purposeful assessment structure which checks for understanding of the right content, at the right time and in the right way. Whole class marking is utilised to ensure regular feedback, with an emphasis on improvement between each piece of work, rather than specific grades awarded each time. End of topic assessments build over time and help to reinforce the academic side of the subject.

At King Arthur's School, we give children access to a wide range of good quality resources and provide cross curricular opportunities for children to apply their Computing knowledge and skills. We enhance all of our students' cultural capital understanding through ensuring our examples and tasks relate to real-life and real-world current affairs.



IMPACT

The impact will be:

Our curriculum is designed to enable all pupils to access the best quality delivery and assessment available at all times. Pupils will be fully engaged in challenging activities and develop the skills of problem solving, use of initiative, creativity and a good understanding of the knowledge and understanding relating to the context of the subject.

All of our students develop their skills in ICT to enable them to leave us being better prepared for the ever-changing world of work and technology. Our students become inquisitive, resilient learners and logical thinkers through the knowledge, skills and understanding they have developed within our subject. All students will be digitally literate to make informed choices which impact their future and gain the fundamental skills to progress in our technology-rich world.