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 o – … a ð c ð 4 … c ð c ž P … Û … ð X ž o … introduce students to hardware and software that many students may not have access to outside of school, including Micro:bits, ª ; … o … ž ² @ ª K … q @ – o ž o 3 ª … • K … Chromebooks and PCs.

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.

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 chall,EMC /P <</Lang with pride, embracing the whole ² – – @ ² X ² a c K … ; @ 4 ; … Ñ – K most improved.

Rewarded by: names displayed on – Ë ð – … o ð – ž K … – ª @ ð ª media posts.

Photopea Online Photo Editor lets Ñ o ² … @ ª … " ; o ª o ž K … ð " " X Ñ … ª ž … ð c … X ª – ž K … ð … ª Ð ª K … ð c … – o " … o – … resize pictures.

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

BBC Bitesize Computing & ICT

BBC Bitesize's Computing and ICT 1st Level has a range of information and >62 9196T28g 0x0QiD6t435 cm /Im3 Do Q EMC /P /Lang (en-GB /WorkBBCo our 10.63

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ICT
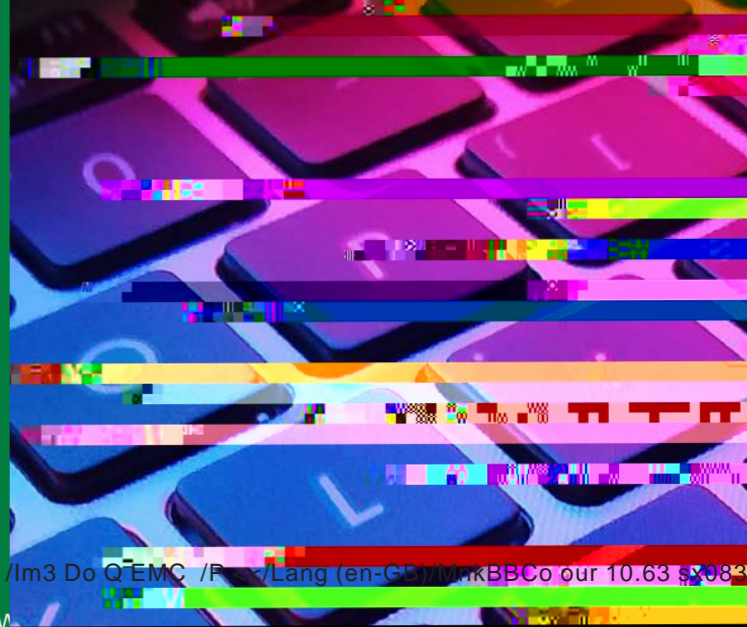
In Computing we aim to provide an engaging, challenging, well sequenced curriculum which is broad and balanced, covering a range of computing and ICT topics. We aim to develop our students into 21st Century Digital Citizens who are able to use digital technology safely and responsibly, and to teach ž ª ²   c ª ž ...   o ª ; ... ; o Ë ... ª o ... ² ž ... ª   ; c o X o 4 Ñ ...   ª @ Ê X Ñ K ... Ë @ ª ; ... ô c ... ˇ c ˇ ... ² ˇ ô c ˇ @ c 4 ... o 3 ... ; o Ë ... 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
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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