

Computing

Curriculum Principles

By the end of their all-through education, a student of Computing at Dixons Kings will:

Wide range of knowledge and skills to work in the creative media sector.

Provide essential knowledge, transferable skills and tools, which will help learning in other subjects such as time management, referencing, researching and review, working with others and communicating creative concepts effectively.

Units taken by students will cover a range of skills such as graphic editing, comic creation and building interactive media products.

In order to truly appreciate the subject and create deep schema, topics within Computing have been intelligently sequenced with the following rationale:

At Key Stage 3, students are taught content which they can embed in Key stage 4.

Students are given hands on approach by undertaking topics, which cover elements of compulsory areas in Key Stage 4.

Practical approach to the graphic unit where the students are taught how to use basic and advanced tools to create a variety of products to a high standard.

The Computing curriculum at Kings has been influenced by:

Computing at School work on Digital literacy

A combination of IT, Digital literacy and Computing skills that can be found at Key Stage 3 SOW at Kings.

SOW at KS3 level help and support students who decide to do ICT at Key Stage 4.

Our Computing curriculum ensures that social disadvantage is addressed through:

We have weekly after school intervention sessions where we can focus on key areas whilst giving one-to-one help

We use intervention folders on a daily basis to identify the disadvantage students (SEN & PP) where a weekly plan is used.

Previous exam questions are used as Do Now's, homework and Dirt

The use of Google classroom allows us to give back live feedback and upload relevant documents.

Revision guides

We fully believe Computing can contribute to the personal development of students at Dixons Kings through:

A true love of Computer Science is developed by teaching beyond the domain of the GCSE specification.

Examples of such content:

Context of the development and future of computing technologies.

Detailed background information about hardware operation, such as SDRAM and flash memory.

Support to use libraries and syntax discovered during independent research

Our belief is that homework is used for deliberate practice of what has been taught in lessons. We also use retrieval practice and spaced revision to support all students with committing knowledge to long term memory.

Homework at KS3 & KS4 allows students to reflect on their learning in lessons. This allows the computing faculty to reinforce knowledge taught in lessons and look at reteaching content which students may have misunderstood in their homework tasks.

Opportunities to build an understanding of social, moral and ethical issues are developed alongside links to the wider world, including careers:

Will allow learners the freedom to explore the areas of creative media that interest them as well as providing good opportunities to enhance their learning in a range of curriculum areas.

There are a range of units makes the student explore areas such as plagiarism, copyright etc.

Remote working in our subject supports students to access the full curriculum in the following ways:

Providing the same content used in lessons through the Online Learning Platform.

Referring students to the OCR website where the client brief can be found for KS4 coursework.

Using Quizziz platform to create quizzes to test students.

Further Information can be found in:

Long term plans

Schemes of work

Knowledge Navigators

OCR Guides

OCR websites