KS3 ICT Curriculum Intent

What the curriculum is designed to do

To ensure a broad range of skills and understanding, Computing is taught through digital literacy, computer science, information technology and online safety. 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 and creating digital media. 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 internet, networks, and email. In computer science children learn to understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms, and data representation. Children also develop their computational thinking to analyse and solve problems and gain a practical experience of writing computer programs to solve such problems. Our children learn the key principles of online safety is to ensure they become responsible digital citizens who can confidently contribute to an ever-changing digital world.

How we deliver the curriculum

In years 7 and 8 students study computer science for 1 hour each week. We aim to give students a broad range of skills making them confident and safe users of ICT and begin developing their knowledge and curiosity of computer science. Students have access to specialist teachers which gives them a fuller experience of the National Curriculum. We aim for an inclusive curriculum which is accessible to all through a range of opportunities and challenges for students of diverse abilities, talents, and background. Students are encouraged to become confident and motivated learners allowing them to learn successfully - both independently and in groups.

How we assess students

Assessments will take place for each unit. Assessments will be a combination of assessing project work or assessments under examination conditions.