Department/ Subject: ICT
Key Stage:3 and 4
Staff:TN

Intent Curriculum design, coverage and appropriateness	Implementation ● Curriculum delivery ● Teaching ● Assessment (formative and Summative)
KS3 Curriculum Basic ICT skills serve as an introduction to the subject. Good practice such as saving regularly and working efficiently will be embedded through a series of tasks designed specifically to portray these ideas. Pupils will gain experience using a wide range of computer software. This will include both local and cloud based programs to increase the options available. E-Safety will be a large focus of KS3, as many young people are using a vast amount of different technologies starting from a younger age, hence the importance of covering this at an early opportunity. With the increasing number of jobs being created in the digital technology sector, the ability to write code and create programs will open up a wide variety of job opportunities in the future. Basic coding will be introduced to pupils in KS3, which can then be build upon as they transition into KS4. Practical applications such as web and graphic design will be taught to give pupils practical skills, as well as teaching them to work on projects for an ongoing duration. This will also help prepare for GCSEs which involves much coursework.	Many of the basic skills taught will be assessed using web based tests, which can deliver feedback to pupils instantaneously and show a clear impression of how a pupil is progressing over time. Software skills can be taught and delivered in the classroom using screen sharing software to demonstrate ideas. These practical skills can be assessed through judgement of the quality of work produced using each software. E-Safety will be delivered through a selection of case studies, which each pupil will be able to break down and discuss. Recognising and understanding different situations will reduce the risk of the pupils themselves being a part of a similar situation. Online software will serve as an introduction to coding, as an important aspect is being accurate when typing code. The software can identify mistakes in code written in realtime, allowing pupils to self-evaluate work and take responsibility for making corrections.
KS4 Curriculum Skills learnt in KS3 will have served as a	Utilising different software to manage tasks

basis for learning the more advanced skills in KS4. Much of the work is project based, and so pupils need to get into the habit of planning their approach to creating a piece of work.

Being able to think logically will impact a pupil's ability to succeed, particularly if they chose to do Computer Science. Building on problem solving skills through working on more advanced programming tasks will help to enable them to do so.

Being able to perform effective research and taking responsibility for learning will be enforced through this course. With the ever growing amount of resources available online, pupils will be at an advantageous position if they can research a problem to help them solve it.

An understanding of how technology works will be a focus. This improvement of knowledge will enable pupils to solve their own hardware and software issues, also adding variety to the subject by adding a more practical element to it, rather than it being 100% software based.

such as Google Calendar will give pupils more direction and enable them to see their end goals.

Critical thinking and problem solving are a large part of Computer science. Giving pupils the opportunity to solve programming problems from the ground up will require them to break down a task using abstraction and focus on what they are required to do.

Flipped learning for homework tasks will give pupils more responsibility for their own learning. Many resources can easily be made accessible outside of the classroom, which can create more time in the classroom to utilise the software available.

Interest will be maintained through a diverse curriculum, and will allow pupils who are more able practically to benefit from the subject.