IT AND COMPUTING

Curriculum Intent

Welcome

Our department offers excellent subject knowledge, exciting courses, real world experience from our staff, enrichment opportunities and state of the art IT facilities that will help to enable your child to flourish and progress.

What Is Our Vision?

That a pupil will receive a better Computer Science or IT education at The Stonehenge School compared with any other similar school in the UK

Why Study IT, Computing or BTEC Creative Media?

All of the subjects that we offer allow pupils to use computational thinking and creativity to understand and change the world. Computing, Media and IT have deep links with mathematics, science and design and technology, and they provide insights into both natural and artificial systems.

Pupils are taught:

- the principles of the information age (IT and Media)
- the principles of computation (Computing)
- how digital systems work and how to put this knowledge to use through programming (Computing)
- to use information technology to create programs, systems and a range of content (IT, Computing and Media)
- To become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. (IT, Computing and Media)

What Is Our Curriculum Intent?

KS3 Intent

We support the National Curriculum at KS3 and build on what is learnt at KS1 and KS2. We try to make lessons interesting, fun and real world. The coverage in KS3 is designed to remove the 'black box' nature of computing technology. By covering programming students are encouraged to abstract and decompose a problem to produce a solution through investigation. Students are also given the opportunity to develop creativity by using software as well as acquire skills that will have applications beyond the subject.

How this is done?

At KS3 (Year 7, 8 and 9) we offer the following courses. For further details please see the documents on the 'Learning Journey' page, they will tell you what topics are covered in that year and the sequence.

Year 7 IT & Computing

Year 8 IT & Computing

Year 9 Computer Science Option

Year 9 Creative Media Option

KS4 Intent- Edexcel Computer Science 9-1

With the pupils following the National Curriculum in Year 7 and 8 and skills building in Year 9, KS4 students will now be ready take this GCSE Course. This new, up-to-date qualification reflects the fast changing world of Computer Science. The qualification has a straightforward structure with six comprehensive topic areas, assessed through two externally-examined papers. One of these is a written paper focused on computational thinking, data, computers, networks, and issues and impact of computing in the world today. The other is a practical onscreen assessment, which focuses on the ability to analyse and solve problems by designing, writing, testing and refining programs.

How this is done

Please see the 'Learning Journey' page, it will show what is the sequence plus give you an understanding of whether that course is for you!

KS4 Intent- BTEC Tech Award Creative Media Production

With the pupils building their skills learnt from Year 9, KS4 students will now be ready take this GCSE Course. This course is for learners who want to acquire technical knowledge and technical skills through vocational contexts by applying the learned knowledge and processes related to investigating, exploring and creating media products as part of their Key Stage 4 learning.

The main focus is on four areas of equal importance, which cover the:

- development of key skills in creative media production such as investigating and developing ideas through pre-production, production and post-production of media products
- process that underpins effective ways of working in creative media production, such as responding to briefs and feedback, planning and generating ideas
- attitudes that are considered most important in creative media production, including personal management and communication
- knowledge that underpins effective use of skills, process and attitudes in the sector such as production processes and techniques.

How this is done

Please see the 'Learning Journey' page, it will show what is the sequence plus give you an understanding of whether that course is for you!

Teaching Rooms

All pupils have access to state of the art IT classrooms with powerful desktop PC's and the latest of versions of Microsoft Office products and other software programs. Each student will be given a network account, school email address and free access to Microsoft Office 365 to use at home plus a range of e-learning platforms.

Striving for excellence, exceeding expectation.