Our computing curriculum is designed to promote computational thinking and digital skills. We would like our students to develop into life-long learners in a modern world. Students should be able to assess the effects of this influence and make changes based on a solid knowledge of the technology sector.

We aim to provide a balanced and informed curriculum across all key stages in the school so that students are active and engaged users and creators in the emerging digital economy. The curriculum is designed to allow students to have access to both computer Science and Information Technology but that all students learn transferable skills that they can use for research and analysis required to pinpoint key information to further progress in these subjects.

We have two ICT rooms positioned in the C block. Both rooms have 30 computers with access to printing and scanning facilities.

The faculty makes use of the schools VLE SMW to provide an online curriculum 24 hours a day for all pupils and parents. The school’s internal infrastructure allows the secure storage of students work and allows the teachers to provide feedback on coursework and homework assignments.

Pearson BTEC Level 1/Level 2 Tech Award in Digital Information Technology

The digital sector is a major source of employment in the UK. Digital skills span all industries, and almost all jobs in the UK today require employees to have a good level of digital literacy. The modern world expects digital skills to be as important as English and Maths. Having both technical skills and business understanding is the key to success.

In this qualification, which is 120 GLH, you will develop important technical skills in data interpretation, data presentation and data protection. You will cover aspects of user interface (UI) design and development, and learn how to develop a project plan for your own UI designs.

You will develop an understanding of what cyber security is and the importance of legal and ethical considerations when using modern technologies. This qualification will enable you to use project-planning tools, models and techniques within a digital context. You will develop an understanding of what a virtual work environment is and how cloud technologies allow remote teams to work together more effectively.

Pearson GCSE (9-1) Computer Science

Computer Science has deep links with Mathematics, Science and Design Technology. Pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use computers to create programs, systems and a range of content.

Computer Science enables students to apply computational thinking in context, across both examined and non-examined assessments (NEA). The subject builds students’ ability to think computationally, within the context of a single scenario and prepare students to tackle real-world computer challenges.