



**Millthorpe
School**

“Computers themselves, and software yet to be developed, will revolutionise the way we learn.”

Steve Jobs

COMPUTING

KS3 SUBJECTS ON A PAGE

OUR AIMS AND INTENTIONS

It is our intention to create strong problem solvers who are willing to get things wrong and then have the confidence to reflect on their mistakes and keep going until they've put it right.

CURRICULUM KNOWLEDGE

KS3 Computing prepares students to safely and competently use a range of computer equipment and software to build, create, design and program. They will develop key skills in computational thinking and creativity to understand and apply the uses of technology.

The units we cover are E-safety and Security, data representation involving binary, hex and images, creative aspects of HTML, CSS and Javascript and extend their knowledge of number bases/logic circuits/gates and Python programming.

SUBJECT SPECIFIC SKILLS

- Develop programming skills
- Problem solving
- Consideration of fitness for purpose
- Safety and security

IMPLEMENTATION

- Lesson by lesson resources are Quality Assured and shared on the M drive.
- Re-call of knowledge is supported using an approach that constantly revisits and tests at the end of each unit to reinforce both the learning and contextual understanding.
- Formal feedback is given at least once per half term and identifies strengths and areas for development and includes a comment on progress after each KAP.
- The computing KS3 unit overview is regularly reviewed to keep it up to date with the latest technology.

COMPUTING IMPLEMENTATION OF THE WIDER MILLTHORPE CURRICULUM:

RESPECTFUL	RESPONSIBLE	READY
<ul style="list-style-type: none"> ■ Engage positively with problem solving activities ■ Providing well planned peer assessment to support the learning of others. ■ Consider online presence and the impact and consequences of a range of actions. 	<ul style="list-style-type: none"> ■ Aiming high in Computing ATL ■ Aspiring to the 'gold/thinking harder challenges' in lessons ■ Engaging positively with assessments to identify next steps. ■ Using R for reflection time for personal improvement. 	<ul style="list-style-type: none"> ■ Allow students to access the tools to both understand and narrow the digital divide. ■ Students are able to identify the dangers associated with the Internet for personal safety and avoidance of fraud. ■ Producing appropriate documents that are fit for varied audiences. These include programs, flowcharts, posters, promotional material, notices, kiosk systems, quizzes, databases etc.

INTENDED IMPACT

- The KS3 curriculum provides skills for students to become active participants in a digital world.
- Students' progress through each unit in KS3 and are assessed at each stage,

- which is then recorded and assessed against their expected progress.
- Students can effectively reflect on their learning and use feedback to critically review their own work.
- KS4 uptake of Computing continues to be strong.