



**YORK HIGH
SCHOOL**

**"The computer
was born to
solve problems
that did not
exist before."**

Bill Gates

COMPUTING

KS3 SUBJECTS ON A PAGE

OUR AIMS AND INTENTIONS

We aim to enthuse a thirst for the challenges associated with our technological world of Computing, Media and Computer Science by giving students the skills, abilities and knowledge to become both highly competent computer users and programmers, in a society which is technologically driven.

CURRICULUM KNOWLEDGE

The Curriculum in 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 in the workplace, leisure and across the world. The units we cover are Safety and Security, Control Systems and Flowcharting, Graphic Editing, Word Processing, Python Programming, Animation, Kiosk Systems, Computer Systems and Databases.

SUBJECT SPECIFIC SKILLS

- Programing Skills
- Problem Solving
- Consideration of fitness for purpose
- Safety and Security
- Digital literacy and creativity

IMPLEMENTATION

- The computing KS3 program of study is regularly reviewed to ensure it is up to date with the latest technology.
- We work with primary schools; running Photoshop clubs to introduce students to computerised graphics which is then embedded in the KS3 curriculum where we create digital artefacts for varied audiences and purposes.
- In computing we regularly recall knowledge using an approach that revisits and tests at the end of each unit to reinforce both the learning and contextual understanding.
- Our starters refer to the previous lesson's content and the website we use allows students to revise and track their own progress and learning journey.

COMPUTING IMPLEMENTATION OF THE WIDER YHS CURRICULUM

RESILIENCE	ASPIRATION	SUCCESS
■ Working independently to overcome problems and find solutions. ■ Providing well planned peer assessment to support the learning of others. ■ Engage positively with assessments to identify next steps.	■ Aiming high in Computing ATL while action planning for improvement. ■ Aspiring to the challenge tasks in lessons. ■ Aspirational future careers in Computing are regularly discussed throughout the KS3 curriculum.	■ Students are given the tools to both understand and narrow the digital divide. ■ Students understand the dangers associated with the Internet for personal safety and the avoidance of fraud. ■ Producing appropriate materials that are fit for varied audiences. These include programs, flowcharts, posters, promotional material etc.

- Formal feedback is given each time an assessed piece of work is submitted with WWW and EBI. This allows the personalised feedback to impact on pupil progress.

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.
- Students can effectively reflect on their learning and use feedback to critically review their own work and that of others.