

Oasis Academy Lister Park KS3 Computing Curriculum: Statement of Intent

Purpose of study

Computing encompasses three different strands that we offer to learners across the key stages: Computer Science, Digital Media & Digital Literacy. In a globally competitive world, computer science and ICT are subjects in demand. Computer systems are embedded ubiquitously in everyday devices, and with continuous developments in modern technology, it continues to grow rapidly. Computer scientists are at the heart of the development and maintenance of smart devices which have immeasurable impact on society, with key advances in fields such as health, education, and entertainment. Computer Science offers excellent prospects and career opportunities.

We value character, competence and community in our curriculum:

Character – this will be developed through safely embracing modern technology and adopting technological advances designed and created to enrich and enhance their lives. They will develop the resilience to learn and apply knowledge, as well as take feedback and reflect effectively. They will gain confidence and learn how collaboration and leadership skills.

Competence – will be achieved through active learning, the application of knowledge and a readiness to take feedback and act upon it. Students will become competent in designing, creating and evaluating, as well as using a range of data, media, networks and software tools.

Community – students gain a detailed understanding of computing and ICT's role in contributing to and shaping individuals, culture, and communities.



Aims/Outcomes at KS3:

Our curriculum comprises of sequenced lessons where concepts and skills are interleaved and built upon prior learning to ensure students are able to:

- Comprehend, design, create and evaluate algorithms
- Understand how networks can be used to retrieve and share information and how they come with associated risk
- Understand what a computer is and how its constituent parts function together as a whole
- Select and create a range of media including text, images, sound, and video
- Understand how data is stored, organised, and used to represent real-world artefacts and scenarios.
- Use software tools to support computing work
- Understand how individuals, systems, and society as a whole interact with computer systems
- Create software to allow computers to solve problems
- Understand risks when using technology and how to protect individuals and systems.