



IT & VOCATIONAL - IT / COMPUTING

VISION	INTENT	IMPLEMENTATION	IMPACT
<p><i>“To prepare students for a digital world.”</i></p> <p>A high quality computing education allows Baldon School Computing pupils to use computational thinking and creativity to understand the digital world. Computing has deep links with Mathematics, Science and Design and Technology. Pupils are taught the key principles of how digital systems work, computation and programming. Pupils will become experienced in analysing problems in computational terms, and have repeated practical experience of writing computer programs in order to solve problems. Students will build on this knowledge to create a range of systems. Pupils will become digitally literate, to ensure they are ready for the future workplace.</p>	<p>The KS3 Computing Curriculum has been designed to ensure students are able to achieve the highest standards and outcomes. High quality teaching comes from specialist subject teachers. The curriculum includes formal teaching throughout a wide range of subject areas. Students will learn a wide range of problem solving skills, programming skills, collaboration, creativity and interest for pursuing a future career in the subject. All skills are taught in a sequential manner to support independence in assessments. The projects and topics are developed to ensure that each year students embed and build upon previous knowledge and skills.</p> <p>Our curriculum is both ambitious and innovative, it is structured to develop students' knowledge and understanding through innovative and engaging teaching. Students learn from a high quality, knowledge rich faculty.</p> <p>At KS4, we allow students to choose their own learning journey and</p>	<p>Outstanding subject knowledge and strong teaching pedagogy is at the forefront of our KS3 Computing curriculum. Students are taught by subject specialists to ensure high quality and consistent teaching. All skills are sequenced from year 7 to 9 to ensure students are progressing each year and they can continuously retrieve information from each project. High quality questioning and resources are used during practical lessons and theory lessons. Adaptive teaching strategies are implemented with a ‘Teach to the Top’ approach, using effective modelling and scaffolding.</p> <p>Assessment sheets and quality marks are used at the end of each topic to inform students of their progress and achievements, this will allow students to progress to the next level with skills and knowledge. Through CPD, all staff have updated current skills to the required industry standard.</p> <p>Students will learn the fundamentals of design, development and testing. This</p>	<p>Historically, there has been a high intake of students who opt to pursue a career in computing, the digital sector, university, sixth form or apprenticeship. Feedback from students demonstrates that they enjoy studying at Baldon School and have acquired the key skills required to succeed in a digital dominant world. All data is analysed by senior leaders and governing bodies within the school to ensure challenge and accountability.</p> <p>IT staff set high expectations, which inspire, motivate, and challenge students. They are accountable for their attainment, progress, and outcomes. Staff incorporate cutting edge, adaptive teaching strategies with a ‘teach to the top’ approach to push and challenge students irrespective of background, with a key focus of ensuring progress. This is evident during lesson observations and learning walks, with positive senior leadership reviews and feedback received.</p>

	<p>pathway. Students can opt for a BTEC IT Qualification and or GCSE Computer Science. Students can opt to study both courses or just select one individually. Both qualifications can ensure learners progress to A Levels in a range of subjects, Apprenticeship and study of a vocational qualification at Level 3 such as BTEC National in IT.</p> <p>The KS4 BTEC IT Curriculum enables students to develop key skills across digital artefacts and computing contexts, and applied knowledge through realistic vocational context, with a focus on project planning, designing and creating user interfaces and dashboards as a way to interpret and present data. Pupils will gain knowledge that underpins effective use of skills, process, and attitudes in the digital sector, how organisations make decisions, cyber security and legal and ethical issues.</p> <p>The KS4 Computing Curriculum allows students to put into practice what they learn to further embed knowledge in Algorithms and Programming, Data and Systems. Learners will use a range of industry led software and hardware to enable them to flourish in a world dominated by digital technology and opportunities. Our intent is</p>	<p>will provide learners with skills in Computer Systems, Programming, Cyber Security, Graphics Development, Spreadsheets, Animation and Video Editing.</p> <p>Professional Development opportunities are attended to ensure curriculum requirements are met and to develop subject knowledge which is reflected in the delivery of outstanding lessons throughout the department. Staff regularly share good practice to maintain high standards across the faculty, sharing teaching techniques along with behaviour management tactics which enables the department to create a safe and positive learning environment for all students to progress and achieve their personal best in IT.</p> <p>Outstanding lesson delivery is a product of staff adopting the Baldon Learning Sequence into their practice. Staff begin lessons with 'Bold Starts' where learning is revisited from previous lessons and/or schemes of learning. The sequence progresses onto new learning being introduced, together with development of new knowledge through independence and enrichment. New learning is then reviewed through varied questioning through 'cold-calling'</p>	<p>Regular learning walks within the faculty are conducted to ensure high quality teaching and delivery is being provided to learners.</p> <p>Student voice is used to survey the impact of the KS3 / KS4 Computing Curriculum, the outcomes allow us to reshape and restructure the curriculum to maximise student learning, outcomes and enjoyment. Students recognise that the digital sector is a major source of employment in the UK where digital skills span across multiple industries, where almost all jobs in the UK require good levels of digital literacy.</p>
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	<p>underpinned by a culture of high aspirations and each student believing that by working hard they can achieve their very best. In every topic, links to careers and the world of work are made. The curriculum is regularly monitored and adapted to suit the needs of all our learners.</p> <p>Ultimately, we ensure all learners leave Baldon School with the digital skillset and digital literacy to ensure they can thrive in a competitive, digitally dominated and wider world.</p>	<p>strategies.</p>	
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