

Computing Learning Journey

Computer Science Digital Literacy Information Technology Skills for Life

The transfer ICT skills into college, employment and life skills

Intent: At Chelveston Road, Computing helps students acquire the necessary life skills they will need for when they move on into employment, college and daily life. We recognise that technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our students on how to use technology positively, responsibly and safely. Our curriculum encompasses computer science, information technology and digital literacy.

Implementation: We have created units of work that will embed and cover every element of the computing curriculum. The knowledge/skills 'I Can' statements build year on year to deepen and challenge our learners. As well as students accessing one lesson of computing each week, computing is also embedded across the curriculum.

Impact: Our students enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want students to discuss, reflect and appreciate the impact computing has on their learning, development and well being. CRS use CREATE trackers and Go4schools for assessment. The system enables us to identify gaps in teaching and learning, determine where intervention is needed and measure progress within and across the school. Our Go4schools data shows us that all students are on track to meet their teacher target. The targets are informed and challenging. Students develop life-long skills to support them in contexts beyond the classroom.

Use and apply all skills	Conditional formatting	Uses in the media	Using digital software tools	Preparing for employment
Databases	Digital Photography	Personal Documents		
Uses in employment	Creating images for media use	Curriculum Vitae	Personal Details	
Variety of formulae	Uses in employment	Planning a PE Parkour course	Researching Parkour	
Spreadsheets	Objects Based Graphics	Year 11		
Interrogate data	Using specific functions	Y10 and Y11 AQA Accredited Courses		
Social Media rules	Personal safety	Referencing sites	High quality presentation	Variety of functions
Internet Safety	Research and Presentation	Spreadsheets		
Understanding cookies	Research	Skimming and scanning for relevance	Averaging	Different graphs
Research and enter data	Take photos	Save and insert photos	Design a maze	Add sensors and conditional codes
Databases	Digital Photography	Coding	Year 10	
Sort and filter	Conditional Formatting	Insert graphs	Use a variety of tools	Create Andy Warhol style art
Enter data	Sort and filter	Insert graphs	Change codes and view effects	Problem solving
Databases	Programming - Lego	Word Processing		
Decide on fields	Create own design	Use and apply skills	Team work	Use of the thesaurus
Transfer photos	Change backdrops	Introduction to Scratch	Evaluate	Present using choice of software
Digital Photography	Coding Scratch/Purple Mash	Cyberbullying	Year 9	
Take photos	Greater range of editing skills	Conditional statements	Repeat	Research
Write calculations	Use variables	Variables	Create graphs	Introduction to photo software
Coding	Spreadsheets	Digital Photography		
Create apps	Introduction to formulae	Take photos	Create cartoon strip	
Create graphs	Introduction to sort and filter	Create regular shapes	Create patterns	Sending Attachments
Databases	Programming - Logo	Internet Safety	Year 8	
Create own using a template	Research	More commands	Recipe for eSafe School	Dangers of the internet
Introduction to Variables	Conditional Codes	Collect and input data	Pictograms	Basic commands
Coding- Hover	Databases	Programming - Logo	Emails and www	Compose emails
Different start codes	Complete a template	Format tables	Purple Mash	Format the pen
Add transitions and animations	Presentation and evaluation	Microsoft Office	Word	PowerPoint
PowerPoint - All About Me	CRS System - Baseline	Year 7		
Add images	Add slides	Word Processing Skills	Simulations	2Paint a Picture
			Maths and English software	