



STANGROUND ACADEMY

INFORMATION TECHNOLOGY - INTENT

The intent of the computing curriculum at Stanground is to **prepare learners for the ever-changing digital world by teaching crucial computing skills and to develop learner's knowledge, skills and understanding through key computational concepts and experiences.** STARS: Aspirational

The KS3 curriculum has been designed to ensure learners develop sufficient knowledge to **stay safe online** and to be able to **use computers safely in life in modern Britain**. The curriculum provides a focus on developing learners who can recover from mistakes and consequently can effectively solve problems. STARS: Safe The various topics at KS3 give learners a basis of knowledge, skills and understanding allowing them to progress onto either ICT or Computer Science at KS4. We offer two differing courses to cater for different learning styles and offer a suitable level of challenge for our HAP's through the GCSE Computer Science. At KS3 learners will be exposed to those subjects so they are able to make informed decisions on their GCSE choices.

Bridging the transition between KS3 and KS4, threshold concepts guide the progress of learning to enable students to progress through carefully sequenced planning. This structure promotes in-depth learning supporting them for long term success.

The two-year KS4 curriculum is being offered through the delivery of Creative iMedia giving learners a wide range of IT skills that are used in the modern world including Graphics Design, Games Design and the Creation of Multimedia Interactive Products. We have chosen this course as it is a hybrid between ICT and Media, thus making the content more engaging through creative applied knowledge providing more variation across the units. Learners also have the option to study Computer Science at GCSE where they will develop **key problem-solving skills** useful in a range of disciplines as well as programming and software development, all skills giving them the opportunity to work or for further study in the key areas of the modern world. The two options will develop the mind-sets of both creative artists and computer scientists building on the foundations of what is taught at KS3, developing their **artist growth**. The vocational course appeals to learners who thrive in through **practical application** therefore, accessing the IT world in a route that suits their learning style. STARS: Aspirational

The skills and experiences at KS3 and KS4 are extended to KS5 where students study the Cambridge Technical Level 3 Introductory diploma in IT. This qualification focuses on a variety of units that will equip students with the necessary knowledge and experience to progress onto employment within the IT sector and provide a solid foundation for further and higher education. The various units of work contain Fundamentals of IT, Global Information, Cyber Security, Application Design and Product Development all focusing on a mixture of Information Technology and Computer Science. Students become **confident** and **knowledgeable** users of various software and understanding the theory behind various concepts. Students develop **transferrable skills that are applicable to most business occupations preparing them for the modern world of work**. We aim to provide a relevant curriculum that helps to give our learners applied learning experience, in particular for those who do not have the IT equipment at home, therefore making this curriculum equal for all and to not be disadvantaged by their parent's economic status. STARS: Aspirational/resilience