**Curriculum Information**

“A computer is like a violin. You can imagine it making beautiful music, but you have to learn to play it.” Bill Gates

Studying computing offers a multitude of benefits and can be a rewarding and intellectually stimulating experience. Computing involves solving complex problems using logical thinking and creativity. The process of breaking down a problem into smaller, manageable parts and devising algorithms to solve them can be intellectually satisfying. It is highly versatile and applicable across various industries and domains. Whether you're interested in healthcare, finance, entertainment, or any other field, computing plays a crucial role in shaping and advancing these sectors.

Computing is at the forefront of technological innovation. Studying computing allows you to be part of or contribute to cutting-edge advancements, from artificial intelligence and machine learning to blockchain and quantum computing. It has a global impact, influencing how people communicate, work, and live. By studying computing, you become part of a global community that collaborates to address challenges and create solutions that can benefit society as a whole.

In essence, the beauty of studying computing lies in its power to transform ideas into reality, solve complex problems, contribute to global advancements, and provide a versatile skill set that opens doors to a wide range of opportunities.

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. High quality questioning, modelling, scaffolding and resources are used during practical lessons and theory lessons to ensure that all students are given the opportunity to access the curriculum.

At KS4 computing helps students develop their capability, creativity and knowledge, digital media and information technology. Students will apply their analytic, problem-solving, design, and computational thinking skills to understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to report a range of concerns.

**GCSE specification:** Edexcel

**Level 2 IT specification:** Pearson

**A Level Computing specification:** AQA

**Level 3 IT specification:** Pearson

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