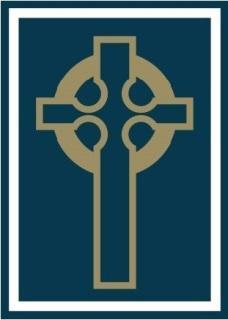
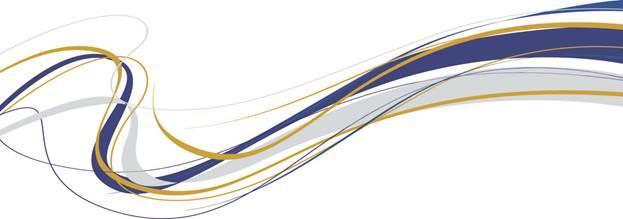
**ALL HALLOWS RC HIGH SCHOOL**



**Computing and IT Curriculum Overview**

**September 2022**

**\*D Grannell\***



**Curriculum Intent**

At All Hallows IT Department, our vision is to create a culture of challenge and enquiry embedded throughout computing and IT. For pupils to develop skills to engage with theoretical concepts, they independently apply knowledge in a range of regular and meaningful practical settings showing resilience and enthusiasm.

* We aim to create engaging lessons that promote teaching for understanding of computational thinking rather than covering fragmented content.
* We aim to teach the pupils the KS3 National curriculum and use a logical order of objectives providing insights into both natural and artificial systems
* We aim to group topics so they are in a sequenced and logical order; a spiral idea where topics have a natural progression in order of increasing difficulty and understanding.
* We aim to have a bigger focus on digital literacy in each topic so pupils are able to use IT as active participants in a digital world both within IT and also other school subjects.
* We aim for pupils to be able to use, express themselves and develop ideas at a level suitable for the future workplace.

**KS3 Order of Teaching 2021/2022**

| **Year** | **Term 1** | **Term 2** | **Term 3** |
| --- | --- | --- | --- |
| **Year 7** | **Collaborating online (8,9)**  **Networks (5)** | **Modelling data (1,7)**  **Using media (7,8)** | **Scratch(I) (1,2,3)**  **Scratch (II)(1,2,3)** |
| **Year 8** | **Computer Systems (5)**  **Data representation (4,6)** | **Python (I) (1,2,3)**  **Mobile app dev (1, 7, 8)** | **Vector Graphics (7, 8)**  **Developing for the Web (HTML) (1, 2, 3)** |
| **Year 9** | **Intro to Creative I Media (7,8)** | **Python II (1,2,3)** | **Cyber security (9)** |

**KS4 Order of Teaching 2020-2021 Computer Science**

| **Year** | **Term 1** | |  | **Term 2** | |  | **Term 3** | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **10** | **Topic 1: Computational thinking** | **Topic 1: Computational thinking** |  | **Topic 2: Data** | **Topic 2: Data** |  | **Topic 3: Computers** | **Topic 3: Computers** |
| **11** | **Topic 4: Networks** | **Topic 4: Networks** |  | **Topic 5: Issues and impact** | **Topic 5: Issues and impact** |  | **Topic 6: Problem solving with programming** | **Topic 6: Problem solving with programming** |

**Topic 6 - programming will feature at different points - set times need to be decided.**

**Term 3 will be recap and consolidation and prep for Paper 2 practical exam.**

**KS4 Order of Teaching 2020-2021 New Spec Creative I Media From Sept 22**

| **Year** | **Term 1** | | |  | **Term 2** | | |  | **Term 3** | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **10** | **RO94**  **Visual identity and digital graphics**  **(Internal Assessment)** | | |  | **RO94**  **Visual identity and digital graphics**  **(Internal Assessment)** | | |  | **RO94**  **Visual identity and digital graphics**  **(Internal Assessment) - Until May 15th**  **Unit R097: Interactive digital media**  **(Internal Assessment)** | | |
| **11** | **Unit R097: Interactive digital media**  **(Internal Assessment)** | | |  | **Unit R097: Interactive digital media**  **(Internal Assessment)**  **Until Early March**  **RO93**  **Creative iMedia in the media industry**  **(External Assessment)** | | |  | **RO93**  **Creative iMedia in the media industry**  **(External Assessment)** | | |