

All Hallows RC High School

Specialising in Business, Enterprise & Sports



COMPUTING AND IT CURRICULUM OVERVIEW

D GRANNELL

September 2022



WE AIM FOR ALL HALLOWS RC
BUSINESS, ENTERPRISE AND SPORTS COLLEGE TO BE A
CATHOLIC SCHOOL
TO WHICH CHILDREN WISH TO COME
TO WHICH PARENTS WISH TO SEND THEIR CHILDREN
AND WHERE TEACHERS
WISH TO TEACH

OUR MISSION IS TO OFFER A
HIGH QUALITY
CATHOLIC EDUCATION
FOR ALL, IN AN ENVIRONMENT WHERE
GOSPEL VALUES ARE CENTRAL
TO TEACHING AND LEARNING
AND IN WHICH THE
UNIQUE VALUE
OF EACH PERSON IS
RECOGNISED AND RESPECTED



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.

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)

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)

#TheAllHallowsWay



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