

Computing

Curriculum Intent Statement

“Computational thinking is a fundamental skill for everyone, not just for computer scientists. To reading, writing, and arithmetic, we should add computational thinking to every child’s analytical ability.”

Jeannette Wing, Columbia University

At Lunesdale Learning Trust in Computing we will enable pupils to:

- Explore learning across three subject ‘strands’: **Computer Science**, **Creative IT** and **Digital Literacy**
 - **Computer Science:** Develop their grasp of key concepts and skills, such as algorithms and programming, while seeing how ‘computational thinking’ underpins daily life in our digital world
 - **Creative IT:** Develop their grasp of key ideas and techniques, such as graphics and animation, while seeing how such ‘design thinking’ helps define our visual world
 - **Digital Literacy:** Develop their competence and confidence using ‘office’ tools such as spreadsheets and word processors, while seeing how they can make us more effective both in school and in the world of work
- Apply our **‘Learning Literacy’** approach across all 3 strands to boost their study skills and habits, such as using retrieval practice to boost long term memory
- Build a **technical vocabulary** over time so students can describe and explain the technologies they use every day, from snapping selfies to streaming media
- Help them to **think critically about values** that drive ‘Big Tech’, such as inclusion and equality across areas from social media to machine learning
- Inspire them to pull our 3 strands together and see positive futures, whether as developers, designers or digital citizens

KS3 : see our curriculum overview for key content and skills coverage

KS4 : we offer GCSE Computer Science (OCR) plus Creative iMedia (OCR)

KS5 : we offer A-Level Computer Science (AQA) plus IT Technicals (OCR)

