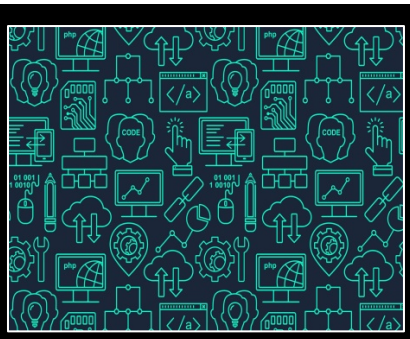

Computing & Business Faculty Curriculum Overview

"Man is still the most extraordinary computer of all" - John F Kennedy

Intent for Computing & Business

The study of Computing & Business at Biddick Academy ensures our students are exposed to new technology that is being used by industry to ensure they remain current to the environment around them including modern Web, Graphic & Video Design Software. We offer a wide curriculum in terms of content which includes Computing, Computer Science & Enterprise. These topics are taught in a variety of ways including physical computing, research based and practical problem-solving lessons which encompass the entire National Curriculum. Where possible we work with a range companies to deliver business skills and inspire the next generation of young entrepreneurs. We also use physical computing to simulate developments happening in the world such as using distances and light sensors to create autonomous robots and using microcomputers such as the BBC Micro:bit to digitise manual practises. The Faculty has several links to educational establishments in the local area which help foster a lifelong love of learning for the subject and ensures the skill set our students are exposed to goes above and beyond any specification requirements.

The Implementation of the Computing & Business Curriculum

As the use of technology is at our core, we demonstrate best practice to ensure technology is used ethically and our students understand the role technology plays in the world. As part of this we develop an understanding of online safety and how to deal with a range of situations. At the centre of Enterprise is the ability to present ideas to wide audiences including teachers, peers and employers. We practice these skills throughout KS3 to ensure they are developed at a rapid pace encompassing respect & tolerance for others presenting, speaking skills and manners. These activities increase the confidence of students and help to develop them as a person.

Throughout our KS3 curriculum we focus on a small number of key topics which are developed year on year, this takes students from foundation level knowledge to fully independent masters of the subject. We focus on the teaching of skills and knowledge which can be applied to a range of software packages which are pivotal to students' success throughout the entire school. These topics then lead directly to elements of our KS4 courses during which students further develop their mastery level. When teaching these topics, we draw on links to real organisations through schemes such as the Enterprise Challenge and the Foundation of Light to develop relevant employability skills.

At the heart of every topic we study in the Faculty is the ability to solve problems. These skills are crucial to future learning, cross curricular learning and success beyond the school environment. We strive to ensure students do not admit defeat and develop resilience to overcome problems.

In Computing, we prioritise the use of reading and disciplinary literacy skills with extensive use of subject specific vocabulary in both written and oral pieces of work.

The Impact of the Computing & Business Curriculum

To ensure the sustained progress and outcomes of our students, staff are passionate in the support they offer both within directed learning time and outside of the classroom. We have an energetic extra-curricular program based on the iDEA award that feeds our students thirst for subject knowledge and provides opportunities for them to apply classroom learning in new ways. During KS3 our students will use their subject knowledge to complete the bronze, silver and gold awards for the iDEA Award. Over time, assessment information will show that students have a secure grasp of the intended knowledge and skills for particular units, as well as prior learning being able to recall content and use it to solve a new problem.

We also realise our intent by relating units of study to next steps for students whether this be KS4, further education or employment.