Computing & Business Faculty Curriculum Philosophy

'Sometimes it is the people no one imagines anything of, who do the things that no one can imagine" ***Alan Turing***

The study of Computing & Business at Biddick Academy provides our learners with access to a wide & varied curriculum which encompasses elements from all 3 strands of Computing interleaved with knowledge from Enterprise. Our curriculum is taught in a variety of ways including physical computing, Digital media production, problem solving ensuring we continually feed their curiosity. We work where possible with a range of companies to deliver Enterprise related skills which supports in raising aspiration and inspiring the next generation of young entrepreneurs. We expose students to new technology that is being used by industry to ensure they remain current to the environment around them this includes state of the art Animation, Digital Graphic & Video Design Software. We also strive to use physical computing to simulate developments happening in the world such as using distance and light sensors to create autonomous robots in our upcoming robotics club, using microcomputers such as the BBC Micro:bit to digitise manual practises.

As the use of technology is at our core, we demonstrate best practice to ensure technology is used ethically and our learners understand the role technology plays in the world, making them resilient in the ever changing modern 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 resilience and confidence of students and helps to ready them for life after school.

Throughout our KS3 curriculum we focus on a small number of key topics which are developed year on year, maintaining the curiosity of our students as we apply their existing knowledge to new learning. We focus on the teaching of skills and knowledge which can be applied to a range of software packages which are pivotal to student's success and readiness for adult life. These topics then lead directly to elements of our KS4 courses during at which point students will specialise in one of the 3 disciplines the faculty offers.

At the heart of every topic we study in the department is the ability to solve problems, these skills are crucial to future learning, cross curricular learning and success within our topics. We strive to ensure students do not admit defeat and develop resilience to overcome problems with the support of their peers.

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, to support our students in becoming digitally literate we explicitly teach them effective use of proofing tools, immersive reader and the appropriate use of language when communicating for different purposes.

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 the classroom. We have an energetic extra-curricular program which aims to build on our students' curiosity of the subject, for KS3 this is 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, and silver awards for the iDEA initiative.

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. At the end of their time in the Academy, students will have the digital skills needed to thrive in the ever changing digital world.