



CURRICULUM PLAN

2019-20

SUBJECT	Computing
OVERVIEW	Our Computer Science Curriculum is intended to develop students' understanding of the principles of computer science and their ability to apply computational thinking to problem solving. We are committed to improving our young people's understanding of subject knowledge and of the role that computing plays in everyday life. The study of Computing as not just the nurturing of practical ability, but as a subject which promotes independent research, evaluation and risk taking, all of which will be useful throughout their lives.
KEY STAGE 3	At Key Stage 3, the curriculum allows young people to learn: <ul style="list-style-type: none">• Web design – HTML, CSS• Programming - python• Mobile App design• Problem solving, Algorithm• Binary• Flow chart• E Safety• Cloud Computing
KEY STAGE 4	<p>The subject content of the specification combines knowledge and understanding of the principles of computer science with practical problem solving and programming skills.</p> <ol style="list-style-type: none">1. Problem solving2. Programming3. Data4. Computers5. Communication and the internet6. The bigger picture <p>The GCSE in Computer Science has three assessment components.</p> <p>Overview Summary of assessment</p> <p>Component 1 (40% 1 hour and 40 minutes) Principles of Computer Science All Topics Examination Multiple choice, short-open, extended-open and open response questions</p> <p>Component 2 (40% 2 hours) Application of Computational Thinking Focuses mainly on Topics 1 and 2, but may also draw on content from the other four topics Scenario-based examination Short, extended and open response questions</p> <p>Component 3 (20% 20 hours) Project A program that is designed, implemented, tested, plus a written report Non-Examined Assessment A levels-based mark scheme, with separate grids for each of the four stages of development</p> <p>Functional Skill ICT Word, Power Point, Excel, File Management, Password, Internet Security</p>