Computing and Creative IMedia Intent

Pupils leave a GAT Academy with the academic qualifications & wider skills, characteristics & experiences, which will assist them to lead successful & happy lives

Our curriculum is engineered to ensure pupils are equipped with the qualifications, knowledge, experiences and skills to succeed in life and progress onto meaningful employment with training or further and higher education.

To achieve this our curriculum is designed to be:

- **Broad, ambitious and grounded in the national curriculum** – so that all groups of pupils have access to both academic and vocational programmes of study where challenge, achievement and progress are expected for all.
- **Knowledge rich** – so that all pupils acquire the core knowledge to which they are entitled and the powerful knowledge they need to expand beyond their own experiences
- **Intelligently planned** – sequenced to incrementally build long-term knowledge and develop cross-curricula schema, using evidence-based strategies to maximise learning.
- **Culturally rich** – broadening horizons and exposing pupils to the vast wealth of experiences in the wider global society be that the arts, music, sport and extra-curricular pursuits
- **Character building** – providing opportunities to develop leadership, organisation, resilience, initiative and communication skills from year 7 to 13
- **Context-specific –** so that pupils who are not yet secondary ready, or not yet confident in the English language can rapidly catch up and access the full curriculum, and those with limited opportunities to explore the world beyond Northampton can broaden their horizons.
- **Values-driven –** to develop principled young people who respect others in all their diversity, put kindness at the heart of all their decisions and strive to achieve excellence in all that they do.

Our academy values are *kindness, respect* and *excellence*

<u>**Our Computing and Creative Imedia Intent:**</u>

Our faculty intent is comprised of following 3 sections:

1. Our vision for the subject/faculty and the purpose it serves for our pupils
2. Defining what the key concepts and core domains of knowledge are, that pupils will learn about
3. The end points our curriculum is working towards

1. Our vision

The two disciplines of Computing and Creative IMedia will continue to be increasingly linked as we move towards the 'Internet of Things'. We want to prepare our students to be able to take advantage of the opportunities that will be presented to them. Our students will be prepared to be digitally literate in all areas of their personal and work life and be in a prime position to be able to contribute and discover new opportunities for themselves.

Our Computing and Creative IMedia subjects will prepare our students for the modern and increasingly digital world, we will cover three distinct areas in the curriculum as identified by The Royal Society: computer science (CS), information technology (IT) and digital literacy (DL). Each of these are designed to enhance and complement each other allowing us to create a dynamic and highly relevant curriculum for the modern world.

Our Computing and Creative IMedia courses will be intelligently designed and will build on the skills developed at KS2. We will identify, diagnose and repair any inconsistencies in the skills of our students as they arrive at Weston Favell in KS3 to ensure that there is fairness and equality in the opportunity of success for all.

The students will be taught a broad and ambitious scheme of learning which is grounded in the national curriculum and reflects our key areas for success in the subject, that of computer science (CS), information technology (IT) and digital literacy (DL).

Through the study of computer science at KS3, we want all our students to be able to understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation. All our students should be able to analyse problems in computational terms, and have practical experience of writing computer programs in order to solve such problems

At the same time through the study of Creative IMedia, our students will be creative users of the technology. There will be a creative digital literacy element that will run throughout the curriculum from KS3 to KS5. We will educate our students to be responsible, competent, confident and creative users of information and communication technology. This will allow our students to be demanded in the workplace and further education as they will be able to evaluate and apply information technology to many modern-day situations that may be presented to them.

All our courses will challenge students and prepare them to make informed decisions about further study and career pathways. We will do this by have an intelligently planned curriculum, where careers and further education opportunities will be signposted in our curriculum. Similarly, we will have a culturally rich curriculum where students will be given the opportunity to see skills and careers in practice through educational visits and experiences.

2. Our key concepts and core domains of knowledge

When studying Computing

- Our students will be able to design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems.
- Our students will be able to understand several key algorithms that reflect computational thinking, use logical reasoning to compare the utility of alternative algorithms for the same problem.
- Our students will be able to use two or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures, design and develop modular programs that use procedures or functions
- Our students will be able to understand simple Boolean logic and some of its uses in circuits and programming.
- Our students will be able to understand how numbers can be represented in binary and be able to carry out simple operations on binary numbers, for example, binary addition, and conversion between binary and decimals.
- Our students will be able to understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.
- Our students will be able to understand how instructions are stored and executed within a computer system; understand how data of various types can be represented and manipulated digitally, in the form of binary digits.
- Our students will be able to undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.
- Our students will be able to create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.
- Our students will be able to understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.

When studying Creative IMedia

Our students will understand how pre-production skills are used in the creative and digital media sector. It will develop their understanding of the client brief, time frames, deadlines and preparation techniques that form part of the planning and creation process. Planning is an essential part of working in the creative and digital media sector. Students will acquire the underpinning knowledge and skills needed to create digital media products and gain an understanding of their application.

Students will understand the purpose and uses of a range of preproduction techniques. They will be able to plan pre-production of a creative digital media product to a client brief and will understand how to review pre-production documents.

- Our students will be able to understand the purpose and content of pre-production.
- Our students will be able to plan pre-production.
- Our students will be able to produce pre-production documents.
- Our students will be able to review pre-production documents.

The application is a key taught skill, they will understand the basics of digital graphics editing for the creative and digital media sector. They will learn where and why digital graphics are used and what techniques are involved in their creation. Students will understand the purpose and properties of digital graphics and know where and how they are used. They will be able to plan the creation of digital graphics, create new digital graphics using a range of editing techniques and review a completed graphic against a required client brief.

- Our students will be able to understand the purpose and properties of digital graphics
- Our students will be able to plan the creation of a digital graphic
- Our students will be able to create a digital graphic
- Our students will be able to review a digital graphic

3. The end points of our curriculum

The goal of our curriculum is to ensure that our students are equipped with the qualifications, knowledge, experiences and skills to succeed in 21st century Britain and the world. A modern, relevant and progressive curriculum will allow our students to move onto meaningful employment, or further and higher education. In our curriculum intent it has been essential to reflect and enhance the academy's curriculum vision in the subjects and opportunities we present for our students.

Our pupils will have:

- Computing, with their key skills grounded in the national curriculum and pertinent to the world at large. From joining the school at KS3, our students will have been given the opportunity to study both academic and vocational programmes of study from key stage 3 to key stage 5.
- Our students will achieve a good grade in Computing and Creative IMedia that is at least commensurate with their target grade, and for many will exceed it.
- Our students will possess the skills that make them employable in both the local and national job markets. By studying Computing and Creative IMedia, they will have had the opportunity to equip themselves with the skills and qualifications for the work place or to follow a more academic route into further education, if they desire.
- Our students will be knowledge rich. They will have technological and financial skills that will ensure that they are both financially literate and digitally literate, two important skills which they will need throughout their adult life, both personally and professionally.
- Our students will be values-driven. The 'real-world' nature of Computing and Creative IMedia will allow us to immerse the students in the 'hear and now', the 'current and future issues' that they will need to deal with in a modern multicultural business and technology orientated society. Through the study of Computing and Creative IMedia they will be taught to consider ethics in the decisions that they make and to put kindness at the heart of all that they do and strive to achieve excellence.
- In studying Computing and Creative IMedia, our students will have followed and achieved in a curriculum which is culturally rich. We will have broadened their horizons and exposed pupils to a wealth of experiences by giving them the opportunity to go on curriculum visits and take part in extracurricular activities which enhance the learning that takes place in classroom and broadens it to the real world.
- By studying Computing and Creative IMedia, our students will have been encouraged and given the opportunity to allow them to be a success in the subject they follow, to add value academically, socially and culturally in their understanding of the world.
- In following Computing and Creative IMedia our students will have engaged with character building opportunities and part of the curriculum. The opportunities will have been intelligently planned to develop leadership, organisation, resilience, initiative and communication skills as part of their subject curriculum.