

Broadening Horizons

We aim to broaden horizons by introducing software tools that can be used for a wide range of purposes. Many of the tools introduced are free and available for students to use at home. We ensure that students understand how software can be used in the real world, e.g. to plan an event or manage finances. We also introduce students to hardware and software that many students may not have access to outside of school, including Micro:bits, the Adobe suite, Microsoft Office, Chromebooks and PCs.

Careers

We run a series of 'Careers in the Curriculum' weeks in our school. For ICT, this week takes place in December. Students take part in a number of activities to encourage them to think about how what they learn in the classroom can be applied in a number of future careers including: IT Manager, Software Developer, Data Scientist, Web Developer and Information Security Analyst.

Immerse Yourself



KnowItAll Ninja

Collecting, Presenting and Interpreting Data

KnowItAll Ninja covers every topic that you need to learn for your Collecting, Presenting and Interpreting Data assessment.

Students are also loaned a school copy of a revision guide for Component 3 exam module. Students are expected to return this revision guide at the end of the year in good condition.

Praise and Reward

Our rewards system can be broadly split into four categories: classroom level, subject level, school level and privilege rewards. We'll focus on classroom and subject rewards here - for more information about our rewards schemes, please see our website.

CLASSROOM LEVEL REWARDS

Awarded for: working hard, taking risks and rising to a challenge, making mistakes and learning from them, helping others, and taking pride in the school community.

Rewarded by: praise postcards, positive phone calls to parents/carers, positive text messages home, and lesson based prizes.

SUBJECT LEVEL REWARDS

Reward scheme: star of the week, curriculum awards (Subject/School Way, participation, working with pride, embracing the whole curriculum), high flyer, extra mile, most improved.

Rewarded by: names displayed on reward boards, certificates, social media posts.

Contact



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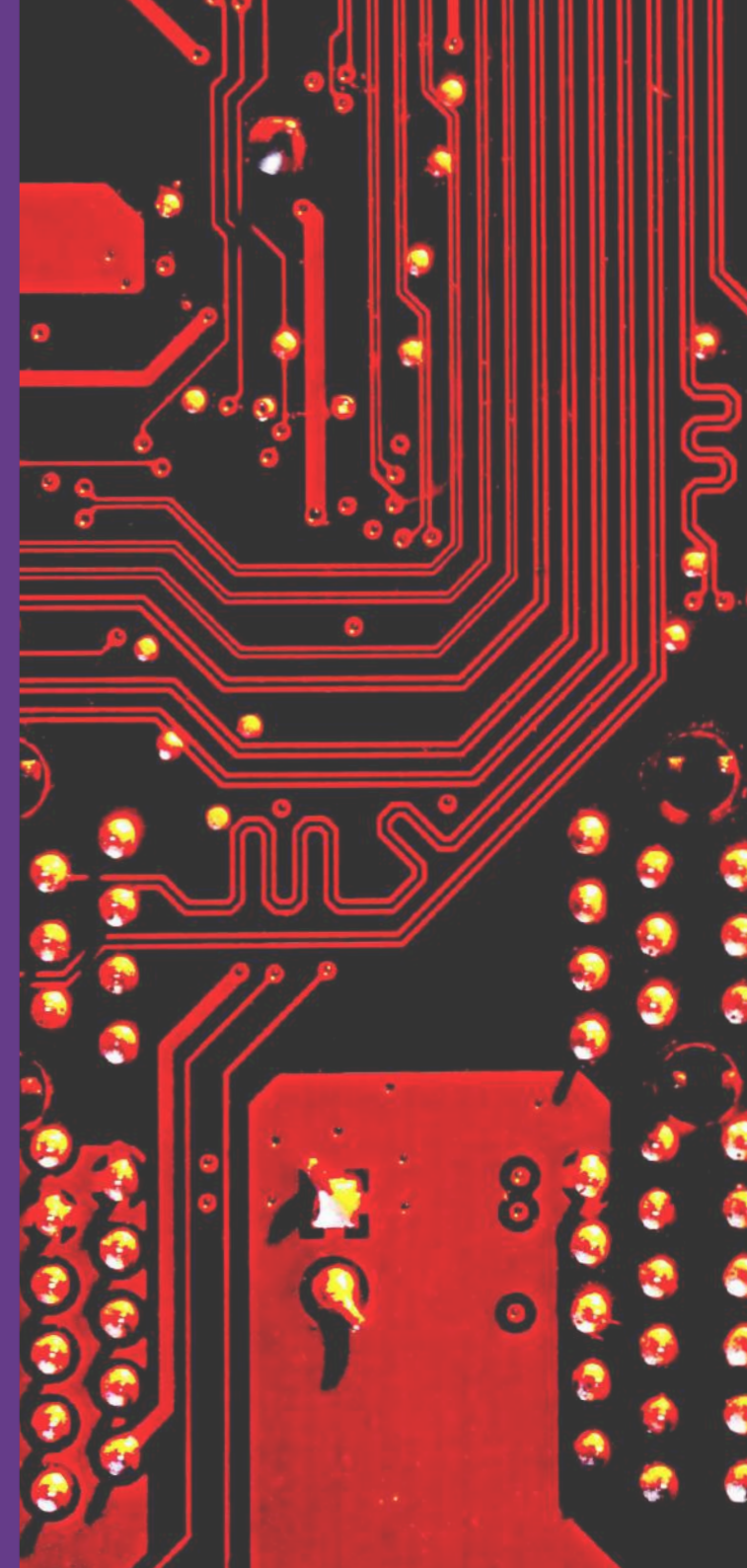
KnowItAll Ninja E-Learning

Students are provided with a subscription - free of charge - to the KnowItAll Ninja e-learning platform, which uses gamified e-learning principles to support their learning.



Edition 3
December
2023

DIGITAL INFORMATION
TECHNOLOGY
YEAR 11 Curriculum Newsletter



Curriculum Intent

In Computing we aim to provide an engaging, challenging, well sequenced curriculum which is broad and balanced, covering a range of computing and ICT topics. We aim to develop our students into 21st Century Digital Citizens who are able to use digital technology safely and responsibly, and to teach students both how to use technology effectively, with an understanding of how it works.

We aim to engender a love of learning, self-belief and aspiration through 4 key intentions:

- The Removal of Barriers to Learning
- Developing Skills for Learning
- Developing Personal Attributes
- Enriching Student Experiences and Broadening their Horizons

The Computing and IT Department's core purpose is to deliver an engaging and challenging curriculum through outstanding teaching and learning. Our aim is for students to develop skills and knowledge to prepare them for a future in a world where the use of technology is fully embodied.



Year 11 Curriculum

In Year 11, the focus is on components 2 and 3 where the following topics are covered:

Component 2: Collecting, Presenting and Interpreting Data (Coursework)

- Characteristics of data and information
- Representing information
- Ensuring data is suitable for processing including validation and verification methods
- Data collection methods including primary and secondary data
- Quality of information
- Sectors that use data modelling
- Data processing methods
- Data manipulation methods including functions, formulae, sorting, filtering and lookups
- Producing a dashboard to present information
- Drawing conclusions based on findings in the data

Component 3: Effective Digital Working Practices (Exam)

- ### Modern Technologies
- Communication technologies
 - Cloud Storage
 - Cloud Computing
 - Impact of modern technologies

- ### Cyber Security
- Threats to data
 - Prevention and management of threats to data

- ### The Wider Implications of Digital Systems
- Responsible use
 - Legal and ethical

- ### Planning and Communication in Digital Systems
- Forms of notation (Data flow diagram, flowcharts, system diagrams)
 - Interpreting information presented using different forms of notation in a range of contexts
 - Presenting knowledge and understanding using different forms of notations

Assessment Points

Students are regularly assessed through low stake retrieval practice quizzes, BRAG tasks and practice mock assessments. The formal coursework assessment for Component 1 (User interface design) was completed in Year 10 but there is resit opportunity in the spring term of Year 11. Component 2 (Collecting, Presenting and Interpreting data) is completed in the autumn term or Year 11.

The Component 3 exam is at the end of Year 11 in the summer exam season. Students will sit a mock exam in the March to help them prepare.

Have your say!

At WPT we're always looking for feedback. If you have any thoughts/opinions on this Curriculum Newsletter, its content or the curriculum in general, please scan the QR code to fill out a short feedback form.



THE COMPUTING WAY

THE COMPUTING WAY
THE SUBJECT WAYS

We respect and look after computer equipment

We use **problem decomposition** to **break problems down into achievable goals**

We use the internet to support our learning

We are not afraid to experiment, using trial / error / undo

We organise our work with suitable filenames & folders

We use formatting skills to make our work presentable

We recognise that computing & IT is vital to careers now & in the future

We listen carefully & make notes during demonstrations

We use technology responsibly & lawfully

We use technology to solve problems

WICKERSLEY PARTNERSHIP TRUST

SUBJECT WAYS

The Computing Way

The Computing Way is designed to help students become young subject specialists and has a key focus on the vital skills needed to achieve their full potential in this subject area.