

# **Biddulph High School Curriculum Intent**

To deliver a broad and enriching curriculum through engaging and challenging lessons that provide a wide range of opportunities for all students to achieve their potential.

Students will all be prepared to take their next steps in a diverse and ever changing future ready to make a positive contribution to society.

Through a broad programme of extracurricular activities students will have the opportunities to showcase their talents and experience new challenges.

We value individuals and all that they can offer as well as supporting each other with kindness and empathy.

### **Curriculum Intent for Computing**



"Those who can imagine anything, can create the impossible." Alan Turing

Our aim in the Computing department is centred around equipping students for their future, regardless of the individual pathway they may decide to choose, ensuring that students are prepared for the challenge of a rapidly developing and changing technological world. We will equip learners with the key technical skills to support their learning across the curricula, for future studies and ultimately for their chosen career pathway. We believe in delivering a mixture of both ICT and Computer Science in our curriculum to develop core employability skills, such as problem solving and critical thinking. We also develop "Internet Citizens" who understand the importance of being responsible in the digital world. Our curriculum is mapped from KS3 to KS5 ensuring that students have the opportunity to grow both their knowledge and technical skills. We will provide a variety of extra curricula activities including entering national competitions, providing opportunities for students to acquire further technical qualifications and conferences/ visits to inspire students to follow a future in technology.

All teachers will follow the schemes of work provided by the department. This will ensure that all students receive the same high-quality provision. All units of work will provide a clear outline of the knowledge and skills required and assessments will ensure that this knowledge has been retained and that skills can be evidenced.

Teachers will ensure that gaps are closed through regular monitoring within the classroom. DINT activities will allow for interleaving and recap of previous learning. Misconceptions will be identified through effective questioning and the regular inspection of student work.



Computing Long Term Overview						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
9						
<b>STEC Tech Awa</b>	rd Level 1/2 in Digital I					
10	Introduction and key	Complete Pearson	Introductions and key	Complete Pearson Set	Component 3 Learning	Component 3
	skills for User	Set Assessment for	skills for collecting,	Assessment for	Aim A	Learning Aim A
	Interface Design	Component 1	presenting and	Component 2		
			interpreting data			
11	Component 3	Component 3	Component 3	Skills to prepare for		
	Learning Aim B	Learning Aim C	Learning Aim D	work		



Year 10	Autumn Term 1	Unit Title: Introduction and key skills for User Interface Design No of Lessons: 15		
Overview	Learners will develop their understanding of what makes an effective user interface and how to effectively mana They will use this understanding to plan, design and create a user interface.			o effectively manage a project.
Assessment	marked as per the mar	ed on the 4 main documents that will be required for king grids. An assessment grade can be awarded ba		
Essential Knowledge (v	what must students know):	Essential Skills (what must students be able to	Lessons:	
<ul> <li>Understand interface design for individuals and organisations</li> <li>To identify and explain design principles</li> <li>To identify and explain how to meet accessibility needs</li> <li>Be able to review a user interface</li> </ul> Terminology: User Interface, GUI Audience Needs: Accessibility; visual, hearing, speech, motor, cognitive, Skill level, Demographics Design Principles; colours, font, language, amount of information, layout, user perception, retaining attention, intuitive design. Planning Tools; task lists, storyboards, Gantt charts, constraints, milestones, tasks, subtasks,		<ul> <li>demonstrate):</li> <li>Students will be able to:         <ul> <li>Be able to use project planning techniques (e.g. Gantt Chart)</li> <li>To plan and design detailed storyboards</li> <li>To develop a user interface meeting user requirements and using design principles</li> </ul> </li> </ul>	<ol> <li>Course introduction and research task on Sk Arena interfaces</li> <li>Accessibility Needs of Users</li> <li>Input/output and introduction to scenario</li> <li>Project Proposal introduction</li> <li>Project Proposal completion</li> <li>Timescale introduction</li> <li>Timescale completion</li> <li>Storyboard vs Prototype</li> <li>Storyboard – design principles</li> <li>PowerPoint Skills introduction</li> <li>PowerPoint creation</li> <li>PowerPoint creation</li> <li>Review of interface</li> <li>Review of interface</li> </ol>	
Careers Links: Students will look at roles such as designers and learn project planning tools that would support future jobs in Computing.		Enrichment: NA		



Year 10	Autumn Term 2	Unit Title: Component 1 Pearson Set Assessment	No of Lessons: 14
Overview  Assessment	Students will be assesse uploaded before Christr	mas in the January 2024 moderation window.	Component. These scores will be entered and sampl
<ul> <li>Assessment   uploaded before Christ</li> <li>Essential Knowledge (what must students know):         <ul> <li>Understand interface design for individuals and organisations</li> <li>To identify and explain design principles</li> <li>To identify and explain how to meet accessibility needs</li> <li>Be able to review a user interface</li> </ul> </li> <li>Terminology:         <ul> <li>User Interface, GUI</li> </ul> </li> <li>Audience Needs: Accessibility; visual, hearing, speech, motor, cognitive, Skill level, Demographics</li> <li>Design Principles; colours, font, language, amount of information, layout, user perception, retaining attention, intuitive design.</li> <li>Planning Tools; task lists, storyboards, Gantt charts, constraints, milestones, tasks, subtasks, dependencies</li> </ul>		Essential Skills (what must students be able to demonstrate):  Students will be able to:  Be able to use project planning techniques (e.g. Gantt Chart)  To plan and design detailed storyboards  To develop a user interface meeting user requirements and using design principles	Lessons:  1. Introduction to PSA Scenario 2. Completing Task 1A 3. Completing Task 1A 4. Completing Task 1B 5. Completing Task 1B 6. Completing Task 2 7. Completing Task 2 8. Completing Task 2 9. Completing Task 3 10. Completing Task 3 11. Completing Task 3 12. Completing Task 3 13. Completing Task 4 14. Completing Task 4
	roles such as designers and ng tools that would support uting.	Enrichment: NA	



Year 10	Spring Term 1	Unit Title: Introduction and key skills for Collection	ng, Presenting and	No of Lessons: 15			
Overview	Loomone will dovolon t	Interpreting Data	thou holp argonicatio	ns in decision making. They will			
Jverview	-	Learners will develop the characteristics of data and information and how they help organisations in decision making. They will use data manipulation methods to create dashboard to present and draw conclusions from information.					
		methods to create admissard to present and arat					
Assessment	Students will be assesse	ed on the 5 main documents that will be required f	or the Pearson Set Asses	sment Task. These scores will be			
	marked as per the mark	king grids. An assessment grade can be awarded ba	ised on the grade bound	aries from the last series.			
Essential Knowledge (wha	t must students know):	Essential Skills (what must students be able to	Lessons:				
<ul> <li>Understand how d</li> </ul>	ata is collected and used	demonstrate):	1. Introduction t	o component 2 / data collection			
by organisations a	nd its impact on	Students will be able to:	methods				
individuals		<ul> <li>Be able to use relevant formulae and</li> </ul>	2. Theory lesson	on features of data collection			
<ul> <li>Be able to draw co</li> </ul>	nclusions and review data	functions	3. Theory lesson	on Quality of data			
presentation meth	ods.	<ul> <li>Be able to create graphs and charts</li> <li>Theory lesso</li> </ul>		on threats to data/ privacy			
		<ul> <li>Be able to create a dashboard using</li> </ul>	5. PSA Task 1				
Terminology:		data manipulation tools	6. PSA Task 1				
Primary Data, Secondary d	ata,		Key Spreadsh	eet Skills for PSA			
Data Collection Features: s	ize of sample, who,		1	ange once PSA released			
where, when, methods use	ed		7. Sweetshop Ta	sk			
Quality of information fact	ors: source, accuracy,		8. Scooter Task				
age, completeness, amoun	t of detail, format,		1	es PSA to guide lessons May 202			
volume				a &Formatting & conditional			
Threats: invasion of privac	,, fraud, vulnerable		Formatting				
groups, inaccurate data			10. Vlookup				
Formulae, Functions			11. Sum/ Sumif/ a				
Findings: trends, patterns,			12. Count/countif	•			
Presentation Methods: misinterpretation, biased			13. Data validatio				
data, inaccurate conclusions			14. PSA Task 2 for	•			
			15. PSA Task 2 for	matting / formulas			
Careers Links:		Enrichment:					
Link to jobs that use spreadsheets		NA					



Year 10	Spring Term 2	Unit Title: Component 2 Pearson Set Assessment	• •	No of Lessons: 14
Overview This unit is completing  Students will be assessed		ng the Pearson Set Assessment.  ssed using the marking grid and mark sheets for this of in the Summer 2025 moderation window.  Essential Skills (what must students be able to demonstrate):  Students will be able to:  Be able to use relevant formulae and	Lessons:  1. Complete Task 2. Complete Task 3. Theory on grap 4. Theory on pivo 5. BookSales Dasl 6. Completing Tas 7. Completing Tas 8. Theory on erro 9. Completing Tas 10. Completing Tas	2A 2A 2A 2hs/ charts/ annotations at charts/ pivot tables abboard create sk 2B sk 2B srs/ patterns/trends sk 3A sentation methods and impact sk 3B
Threats: invasion of privacy, fraud, vulnerable groups, inaccurate data Formulae, Functions Findings: trends, patterns, possible errors Presentation Methods: misinterpretation, biased data, inaccurate conclusions  Careers Links: Students will look at roles such as designers and learn project planning tools that would support future jobs in Computing.		Enrichment: NA	14. Catch up! (NOTE: This goes u sample. Upload du	p to 22nd April – week to collect e by 1 <sup>st</sup> May 2024)



Year 10	Summer Term	Unit Title: Component 3	No of Lessons: 25
Overview Learners will explore he		ow organisations use digital systems and the wider i	mplications associated with their use.
Assessment	Do It Now Task – mini t	ests. End of topic assessment.	
<b>Essential Knowledge (what</b>	must students know):	Essential Skills (what must students be able to	<ol> <li>Why systems are attacked</li> </ol>
Explain threats to d	and management of ty policies en wifi, personal hotspot	demonstrate): Students will be able to:  How a network is set up Explain answers in a scenario Analyse benefits and drawbacks Reach conclusions	<ol> <li>Externals threats</li> <li>Internal threats</li> <li>User access restrictions</li> <li>Firewalls</li> <li>Device hardening / encryption</li> <li>Improving system weaknesses</li> <li>Security Policies</li> <li>Passwords</li> <li>Policies</li> <li>Actions to take after attack</li> </ol>
Careers Links:		Enrichment:	
Students will look at roles s learn project planning tools future jobs in Computing.		NA	



Assessment Do It Now Task – mini te  Essential Knowledge (what must students know):		Unit Title: Component 3	No of Lessons: 25
		sts. End of topic assessment.  Essential Skills (what must students be able to  1. Communication technologies	
<ul> <li>cloud storage</li> <li>Explain how technomanage teams</li> <li>Explain how to technomanage teams</li> <li>explain how to technomanicate with the communicate with effectively</li> <li>Understand the po</li> </ul>	s of cloud computing and ologies are used to nnology is used in order ith stakeholders sitives and negatives that stakeholders and the	demonstrate): Students will be able to:  Explain answers in a scenario Analyse benefits and drawbacks Reach conclusions	<ol> <li>Cloud Storage</li> <li>Cloud Computing</li> <li>Using cloud and traditional systems together</li> <li>Choosing cloud technologies</li> <li>Maintenance and performance set up</li> <li>Collaborative technologies</li> <li>Managing teams</li> <li>Communication with stakeholders</li> <li>Accessibility and inclusivity</li> <li>Impact of technology on organisations</li> <li>How technology impacts the way organisations operate</li> <li>Impact of technology on individuals</li> <li>Mock paper for LAA/LAB</li> </ol>
Careers Links: Students will look at roles s learn project planning tools future jobs in Computing.	_	Enrichment: NA	



Year 11	Autumn Term 2	Unit Title: Component 3	No of Lessons: 25
Overview	Learners will explore he	ow organisations use digital systems and the wider imp	plications associated with their use.
Assessment	Do It Now Task – mini to	ests. End of topic assessment.	
Essential Knowledge (v	what must students know):	Essential Skills (what must students be able to	<ol> <li>Sharing data</li> </ol>
<ul> <li>Understand the systems and the Understand has protection, confintellectual protection way that organisations organisations recognised.</li> </ul>	e wider implications of digital neir use.  The legislation covering data imputer crimes and operty has an impact on the hisations and individuals use and data.  The procedures that impust follow in order to gal requirements and	demonstrate): Students will be able to:  How to apply laws Explain answers in a scenario Analyse benefits and drawbacks Reach conclusions	<ol> <li>The impact of technology on the environment</li> <li>Equal access to information and services</li> <li>Legal requirements and professional services</li> <li>Net neutrality</li> <li>Acceptable use policies</li> <li>Data protection principles</li> <li>Data and the use of the internet</li> <li>Intellectual property</li> <li>The criminal use of computer systems</li> </ol>
Careers Links: Students will look at ro professionals and lawy	oles such as cyber crime	Enrichment: NA	



Year 11	Spring Term 1	Unit Title: Component 3	No of Lessons: 25
Overview	Learners will explore ho	ow organisations use digital systems and the wider imp	plications associated with their use.
Assessment	Do It Now Task – mini te	ests. End of topic assessment.	
Essential Knowledge (what r	must students know):	Essential Skills (what must students be able to	1. Information and data flow diagrams
<ul> <li>Learners should be a</li> </ul>	ble to interpret and use	demonstrate):	2. Flow charts
standard convention	s to combine	Students will be able to:	3. System diagrams
diagrammatical and	written information to	How a network is set up	4. Tables and written information
express an understanding of concepts.		Explain answers in a scenario	5. Review of Learning Aim A
Terminology:		Analyse benefits and drawbacks	6. Review of Learning Aim B
Flow charts		Reach conclusions	7. Review of Learning Aim C
Input			8. External Examination.
Output			
Table			
Careers Links:		Enrichment:	
Students will look at roles such as designers and		NA	
learn project planning tools that would support			
future jobs in Computing.			

Year 11	Spring Term 2	Unit Title: Skills for work	No of Lessons: 25	
Overview	Learners will begin to lo	ook at the documents and skills required when beginning to work.		
Assessment	Creation of documents	for application process and mock interview.		
documents for the re gain an understandir	ble to create effective ecruitment process and	Essential Skills (what must students be able to demonstrate): Students will be able to:  • Understand the recruitment process • Create their CV • Write an effective covering letter • Know where to find job vacancies	<ol> <li>What is included in a CV and why are they used</li> <li>Creating a CV</li> <li>Different methods of applying for a job</li> <li>Creating a covering letter</li> <li>Completing an application form</li> <li>How businesses advertise vacancies</li> <li>Skills required in the workplace</li> <li>Searching for a job</li> </ol>	



Interview Job Centre Assessment Centre		<ul><li>9. Different types of interview questions</li><li>10. Top tips for interviews</li><li>11. Mock Interview</li><li>12. Skills Audit</li></ul>
Careers Links:	Enrichment:	
Links to recruitment and how to prepare for	NA	
interviews and selection processes		