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

Creative iMedia Revision Guide

Creative iMedia Revision Booklet

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

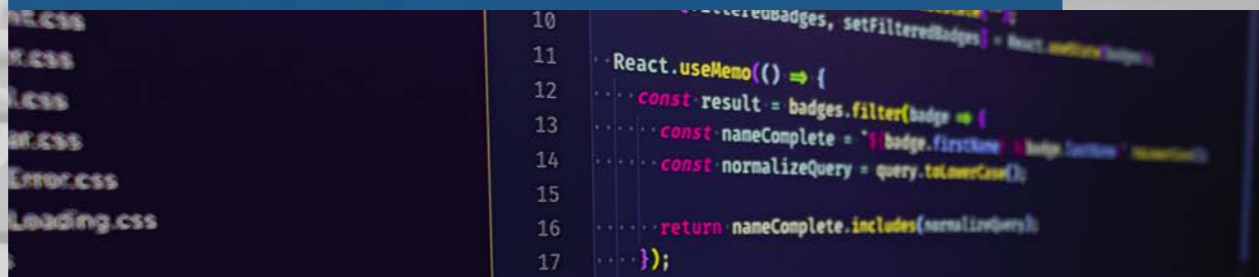Nick Lilleker
WPT ICT
Subject Director
nlilleker@wickersley.net

Tools With Code

Tools With Code is an interactive revision site with games built in.

Scan the QR code to check it out!

iMedia
Curriculum Newsletter
YEAR 11

```
10
11    React.useMemo(() => {
12      const result = badges.filter(badge => {
13        const nameComplete = ' badge.firstName
14        const normalizeQuery = query.toLowerCase();
15
16        return nameComplete.includes(normalizeQuery);
17      });
```

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.

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.

Year 11 Curriculum

In Year 11, the focus is on completing the final coursework component of this course and preparing for the exam.

R081: Pre-Production Skills (Exam)
This unit will enable learners to understand pre-production skills used in the creative and digital media sector. We start with developing an understanding of the purpose and uses of tools such as mood boards, mind maps, visualisation diagrams and storyboards. We then focus on planning a project based on client requirements, including conducting research, producing work plans, considering target audience and legislation.

R082: Creating Digital Graphics (Coursework)
The aim of this unit is for learners to 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. This unit will develop learners' understanding of the client brief, timeframes, deadlines and preparation techniques as part of the planning and creation process.

R084: Storytelling with a Comic Strip (Coursework)
This unit will enable learners to understand the basics of comic strip creation. It will enable them to interpret a client brief, use planning and preparation techniques and to create their own comic strip using digital techniques.

R087: Creating Interactive Multimedia Products (Coursework)
This unit will enable learners to understand the basics of interactive multimedia products for the creative and digital media sector. They will learn where and why interactive multimedia is used and what features are needed for a given purpose. It will enable them to interpret a client brief, and to use timeframes, deadlines and preparation techniques as part of the planning and creation process when creating an interactive multimedia product.

Assessment Points

Cambridge Nationals Level 1 / 2
Students will sit the exam component (R081: Pre-production skills) in January, with an opportunity to resit available in the summer. The final internally assessed coursework unit will be completed by the summer term.

THE COMPUTING WAY

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

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.