Computing Curriculum Statement 2026

Intent	Delivery	Impact
In the Computing department, we aim to support the school vision by equipping pupils to use computational thinking and creativity and develop core digital skills that will support life opportunities. We see the best in every student and help them develop the confidence to thrive, express themselves, develop their ideas and technically be the best they can be through individual and collaborative projects. The **purpose** of the curriculum, which is based on the National Curriculum: **KS3:** Develops the students' understanding and application of the fundamental principles and concepts of computer science, including computer programming. We develop digital literacy skills and deliver creative projects that are inclusive for all students and allow them to make outstanding progress **KS4/KS5:** develop the pupils' skills and give them a clear insight into the Computer Science curriculum and ensure they are responsible, competent, confident and creative users of technology. When they leave they should be technologically prepared for their future workplaces,but also have core skills that can be used effectively across all departments	The Computing curriculum is carefully sequenced across all key stages to ensure students build foundational knowledge progressively. In KS3, students develop core programming concepts and computational thinking through progressive programming project complexity from Scratch to GDevelop to Python. This is balanced with several creative units that allow students to design and build applications e.g. Movie-making, Web Development and animation. Teaching is informed by teacher knowledge of the subject and a constant review of new technologies, resources and applications. We use a blend of online platforms, commercially purchased resources and department-created materials, including regular low-stakes quizzes to check understanding. The department ensures inclusive practice through carefully reviewed and adapted resources to ensure accessibility for all students. This allows them to enjoy the subject and deliver projects to the best of their ability. Feedback is mainly focused on verbal communication, to allow students to make immediate improvements to their projects/coursework during the lesson. The Computing department systematically uses assessment data to inform and adapt teaching and learning, and identify areas for improvement.	Computing has a major impact on students that spans across all departments, especially in developing their digital literacy skills. Students develop their computational thinking and technical understanding that enables them to comprehend how digital systems work and can help them understand current and future technological changes that occur across society, industry and everyday life. In addition, programming skills, problem-solving abilities, data analysis, logical reasoning and digital literacy that students develop provide skills that will help them later in life both practically and with employment in an increasingly technology-driven world. There is a positive student engagement and interest in Computer Science at GCSE and A-level. The department has achieved positive results for GCSE, but have had strong results for A-Level over the past few years. The majority of A-level students pursue a degree in Computer Science or a Computing-related subject, many at Russell Group universities. Current students are exploring opportunities in software development, cybersecurity, data analysis and other technology sectors. Quality is monitored through learning walks, work reviews (online assignments and tests), data reviews and Student Learning Reviews. This informs decisions on how we can further develop our curriculum to ensure it remains relevant and evolves based on technological changes.