ICT & Computer Science Department HOMEWORK

All Computing homework is purposeful and supports learning. It is never set for the sake of setting homework. Almost all tasks can be completed on a mobile device, which increases the possibility of engagement from pupils without a desktop or laptop at home. We also provide opportunity for pupils to use school computers for homework, either at our Computing club at breaks and lunchtimes throughout the week, or at any of the other homework provision within school.

If a pupil fails to meet a homework deadline, or if homework is completed to a poor standard, a warning will be issued on Synergy in the first instance. If this happens again in the same half term, the pupil will be given a detention with the class teacher. The intention of this detention is not to be punitive but rather to support the pupil in completing the work on time and to the required standard.

What does homework look like in KS3 Computing?

Currently students complete weekly homework tasks linked to the topic they are currently learning in lessons.

From September 2024 onwards at Key Stage 3, pupils will be signed up to the Digital Enterprise Award, known as iDEA. This is a programme that helps to develop digital, enterprise and employability skills. In their own words, iDEA "aspires to be the digital and enterprise equivalent of The Duke of Edinburgh's Award". By completing a series of online challenges, pupils can collect badges, unlock new challenges and, ultimately, gain tiered awards. iDEA badges are interactive online modules, created in consultation with industry experts, which vary in length and difficulty. The iDEA website material is well scaffolded and engaging, combining video, audio, text and interactive quizzes.

The main categories are: **Digital Citizen**: Digital awareness, safety and ethics; **Digital Worker**: Digital tools and techniques that are useful in the workplace; **Digital Maker**: Digital creativity and how to build and make in the digital world; **Digital Entrepreneur**: How to originate ideas and bring them to life. A further **Digital Gamer** category is also available. The badges provide a visual acknowledgement of achievement with progress meters and the awarding of certificates when sufficient points have been gained to reach a milestone (i.e. 250 points to complete the Bronze award). Homework tasks have been mapped to our taught curriculum, and consequently help to reinforce learning. However, some homework tasks intentionally cover additional content beyond the current topic (such as digital careers).

In the main, pupils at KS3 will receive 3 iDEA tasks per half term, each taking 20-30 minutes to complete and each with a minimum timeframe of a week for completion.

What does homework look like in GCSE Computer Science?

All pupils are provided with a Revision Guide and Revision Workbook, specific to the Edexcel examination board. The workbook provides exam-style questions relating to each of the topics taught in the classroom. This allows homework to be specific to both the topic and the exam specifications.

Further homework is set from online resources, particularly www.adaComputerScience.org (provided by the National Centre for Computing Education and funded by the Department for Education) and www.isaaccomputerscience.org (provided by the University of Cambridge and Raspberry Pi Foundation).

Both of these latter resources provide revision quizzes specific to the Edexcel exam board.

At GCSE, pupils can expect to complete around 4-6 tasks per half term.