

School Intent:

At Penkford School we provide an ambitious curriculum in a nurturing and safe environment for pupils to develop:

- **Independence**
- **Emotional intelligence and resilience**
- **Appropriate communication skills**
- **The ability to contribute to society through good citizenship skills and preparedness for work**

Intent:

At our school we want pupils to be masters of technology and not slaves to it. Technology is everywhere and will play a pivotal part in students' lives. **Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators not consumers and our ICT curriculum encompassing some computer science, information technology and digital literacy skills reflects this.**

We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology to model positive use. **We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. We recognise that technology can allow pupils to share their learning in creative ways.** We also understand the accessibility opportunities technology can provide for our pupils. We encourage staff to try and embed functional ICT skills across the whole curriculum to make learning creative and accessible.

We want our pupils to be fluent with a range of tools to best express their understanding and hope by KS4, children have the independence and confidence to choose the best tool to fulfil tasks they will encounter throughout their adult life.

Implementation:

We believe that the majority of ICT skills development should be embedded across the curriculum. Key stage two and three classes have one timetabled ICT Skills/Computing session each week, and key stage four classes are given the opportunity to develop functional ICT skills across the curriculum. The timetabled computing session will focus on one of two elements: an explicit computer science lesson or a 'tinkering session'.

The computer science part of the ICT/computing curriculum will often, but not always, need a more explicit approach. A tinkering session looks at introducing a new app or tool and **giving children opportunity to experiment and familiarise themselves** with the different elements and tools before it can be applied in a more focused approach across the curriculum.

During standalone ICT lessons, ICT skills and computing knowledge will be delivered to all children through a bespoke **Penkford ICT skills curriculum with a focus on digital literacy and functional application which will best prepare our learners for their post-16 pathways.**

The curriculum is progressive and builds on skills learnt in prior years, where there are gaps in learning provision is adapted accordingly. Key component skills from previous curriculum stages

Curriculum Overview: ICT

form the underlying basis of each topic to ensure pupils have a strong foundation of learning to build on, taking into consideration pupils' individual starting points.

Sequencing of topics provides the opportunity to revisit, reinforce and apply knowledge, understanding and skills learned whilst making connections across the curriculum. The curriculum is designed to promote progress, challenge and achievement for all. Pupils will have access to accreditation at an appropriate level in Key Stage 3 and 4, for example AQA Unit Awards and external Entry Level certification in ICT. We focus on Information Technology and Digital Literacy, whilst incorporating computer science skills where appropriate within topics. Topics that pupils will experience include:

Information Technology	Computer Science	Digital Literacy
Word Processing/Typing	Computational Thinking	Self Image and Identity
Data Handling	Programming	Online Relationships
Presentations, Web design and eBooks	Computer Networks	Online Reputation
Animation		Online Bullying
Video Creation		Managing Online Information
Photography and Digital Art		Health, Wellbeing and Lifestyle
Augmented Reality and Virtual Reality		Privacy and Security
Sound		Copyright and Ownership

Impact:

We encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their ICT learning and not just the HOW. **We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well-being.**

Finding the right balance with technology is key to an effective education and a healthy life-style outside of school. **We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this. The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum.** We also look for evidence through reviewing pupils' knowledge and skills digitally through tools like School Spider, Microsoft Teams and observing learning regularly.

Pupils will have the opportunity to achieve AQA Unit Awards, and in Key Stage 3 and 4, an ICT Entry Level qualification.