



CURRICULUM INTENT

With technology advancing at such an exponential rate it has never been a better time to prepare students for a new horizon. Our focus and intent in Computing and ICT is to prepare students for exciting times ahead and the multitude of opportunities presented to them in both social and business worlds.

Achievement through KS3 is twofold and seeks to prepare our students to access the digital world, whilst understanding the significant, yet distinct, roles ICT and Computer Science plays in their future decisions, regardless of whether they study with us in latter Key Stages. We provide students with the skills, experience and confidence needed to do this.

For those who do choose to take their computing journey further, they can expect to delve deeper into the inner working of the computer system or the device in their pocket. We explore our ever increasing reliance on technology, with computing so embedded in our lives that the ability to use an online application or hand-held device for life "management" is essential.

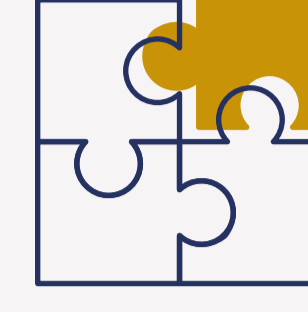
Throughout a student's time spent at Benton Park School our focus is not just be on mastering current technology. It is also on mastering confidence with developing technology and self-belief so that when changes in computing happen, students have the knowledge and skill to access and embrace them.

BENTON PARK SCHOOL VALUES

Values, in Computer Science:



- Students show **resilience** in their program designs, constantly evolving code through in-game testing, debugging and client's needs.



- Peer assessment is constantly used to review IT projects and students **collaborate** to refine and develop work based on these shared discussions.



- Through careful planning, design and developing of IT solutions students **endeavour** to create user interfaces (UI) and programs to solve computational problems for real world issues.



- Through E-safety and ICT we show **compassion** for those affected by cyberbullying whilst educating others to be more mindful of what we access and do online.



- Students will be immersed in people and events that have shaped the technological landscape drawing inspiration from such figures as Alan Turing, Ada Lovelace and Marris Mayer.

