Computing Department

Intent:
Computers are now a fact of life. This makes them a much-needed tool for business, banking, government, entertainment, communication, industry and education. Our goal is to prepare all students with the creative, collaborative and digital problem-solving skills of the future. Computer science is not just about coding, it is also about computational thinking, interface design, data analysis, machine learning, cybersecurity, networking and robotics. Computer science encourages creativity, problem-solving, ethics and collaboration – skills which aren't just important for technical careers in the developed world, but valuable for every career in all economies.

Implementation:
In Computing we use a range of different teaching and learning strategies to ensure all students are challenged, engaged and enjoy lessons.

We offer a range of practical skills and theory-based lessons across all key stages and courses. We incorporate the use of practical hardware to explain and demonstrate theoretical knowledge. In addition, we utilise a mix of traditional and flipped learning-based pedagogy to best engage, develop and support our learners across all year groups and qualifications.

Beyond the classroom:
Outside of our lessons, we offer students the opportunity to attend lunch time sessions in one of our IT suites. During this time, they can focus and gain help in any area of Computing they choose. In addition, we offer students the chance to participate in external competitions and clubs organised by places such as GCHQ and National Cyber Security Centre or the hour of code global events. Furthermore, we look to engage students in the subject by arranging external visits to places like Bletchley park to witness the code breaking of World War 2.

Resources:
6 x IT suites
Interactive whiteboards
Office 365 Software
Range of programming languages software
Web design, graphic design & video editing software
Game development software
Software Apps – Revision