KS4 Core Comberton VC Curriculum Scheme of Work

Time	NC strand	Core Content	Success Criteria	Lead/Delivery
Y9 July	1	**Introducing the Inspiring Digital Enterprise Award (iDEA) (idea.org.uk)** Pupils complete a series of online challenges (called badges) with the aim of achieving the Bronze award. Pupils work independently, developing their capability, creativity and knowledge. Learning covers digital literacy, IT and computer science. **Creativity** Pupils can confidently create a range of media products in a productive, constructive and professional way; to know which applications to use for a particular audience and context	**Maker Badge completed** ✓ Making websites (10) ✓ Animation (10) ✓ Graphic Design (10) ✓ Junior web designer (10) ✓ Video Editing (10)	Through final computing lessons of the year
Y10 Sept	3	**E-safety** Assemblies on e-safety have a regular place within our weekly assembly program. In years 7-11, age appropriate e-safety assemblies are delivered. These are followed up with related discussion activities completed in tutor groups. Safe practice is regularly explained and reinforced across all subjects whenever online activity is undertaken.	Year 10 digital well-being (1) – staying safe online	Assemblies, form time. These are delivered as part of our pastoral curriculum. Assemblies introduce the themes, and these are discussed in tutor groups
Y10 Sept	1	**Revision of OneNote** Students can use collaborative and communication applications; introduce new students to the platform as needed, support those who are finding these app difficult	Use collaborative IT applications confidently, productively and independently across all contexts.	MFL lessons and homework - responsibility All class teachers consolidate use of Teams and One note class notebook.
Y10 Sept	1	**Revision of Teams and OneDrive** Use the CATalogue and Onedrive to access, store and organise resources; introduce new students to the	Can work seamlessly at home and in school by using cloud resources; files and folders well are organised	Science lessons and homework

		platform as needed, support those who are finding these app difficult		
Y10 Oct	2	**Computational thinking** Throughout Year 10 and 11 Computational thinking is delivered as a metacognitive strategy across the whole school, particularly through maths, English and science, which are studied by all pupils. These metacognitive strategies include: decomposition, sequencing, abstraction, recognising patterns and generalisation, testing (debugging) and evaluation. Examples where computational thinking strategies are delivered across the cirruculum are given here: CT Across the Curriculum	Pupils independently apply computational thinking strategies in a range of domains	During the curriculum extension day in year 10, pupils learn about computational thinking metacognitive strategies and they learn how they can apply these across all the subjects especially Maths. We would expect this also to be delivered in English, science, MFL & PE and through options subjects. Through staff training, staff have been made aware of these strategies and signpost and model these strategies whenever it helps learning in their subject. There are posters around the school promoting computational thinking as constant reminders to students. Lesson observations and learning walks focus on computational thinking metacognitive strategies. Updates to teacher's knowledge will be delivered through the Tweak of the Week program
Y10 Oct	1,2	**Developing Knowledge** Know how to carry out research; programming To know how to protect yourself and your computer and keep your work safe.	**Citizen iDEA Badge** ✓ What is the cloud? (8) ✓ E-safety (10) ✓ Internet and Web (12) **Worker iDEA Badge** ✓ Digital Research (20) ✓ Random Coding (20)	Computing / Year 10 Curriculum Extension Days
Y10	1	**IT for employability**	**Worker iDEA Badge** ✓ Interviews (8) ✓ Working from Home (5) **Entrepreneur iDEA Badge** ✓ Advertising (10) **Citizen iDEA Badge completed**	English through homework

			✓ Fake News (5) ✓ Personal statement (10) How to write a professional email How to write a professional letter	
Y10 Jan	3	**E-safety**	Year 10 digital well-being (2) – staying safe online	Assemblies, form time.
Y11 Sept	3	**E-safety**	Year 10 digital well-being (3) – staying safe online	Assemblies, form time
Y11 Oct	1	**IT in Business**	**Entrepreneur iDEA Badge Completed** ✓ Big data (8) ✓ Money management (8) ✓ Social media in business (8) ✓ Problem solving (5) ✓ Growth Mindset (5) **Citizen Badge iDEA completed** ✓ Teamwork (10)	PE – set homework badges
Y11 Dec	1	**IT for employability** How to conduct yourself in an inline interview in a professional manner.	Year 11 have online careers guidance meetings with senior members of staff and online interviews with sixth form providers	Careers through assemblies to delivers this
Y10	1	**IT Capability** Use word processing application to create CVs which they will use for applying for work experience roles.		English curriculum extension days
Y11 Jan	1	**Extension: Silver Badge** For those who complete the badge earlier can work towards the silver award or complete any other badges that interest them.	**Silver iDEA Award Completion**	

National curriculum in Computing strands

1	Pupils develop their capability, creativity and knowledge in computer science, digital media and information technology

2	Pupils develop and apply their analytic, problem-solving, design, and computational thinking skills
3	Pupils understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns