



# COMPUTING DEPARTMENT

The generation to which our students now belong is more technologically advanced than any before it. In computing, students learn to master a wide range of software and hardware that will ensure they have the skill sets required for college and beyond.

At Key Stage 3, we focus on encouraging students to familiarise and become experts in commonly used computing software, such as Microsoft Office. Our creative projects, such as web design and image manipulation are always popular with the students! In addition, we introduce the key concepts of computer science and programming using Python. This is supplemented with experience of external hardware devices such as the Raspberry Pi and Micro:Bit – creating a solid foundation for students who wish to progress to study computing at GCSE level.

**iMedia** – An engaging, practical and inspiring course that suits a broad range of learning styles and abilities. The course is sector-focused on a wide variety of key areas: Pre-Production Skills, Digital Graphics, Multipage Websites, and Interactive Multimedia Products. Using a wide-range of skills and techniques, learners will ultimately be creating fit-for-purpose creative products.

**Comp Science** – Students studying this specification will learn how to problem solve, understand the inner workings of a computer, study fundamental algorithms in computer science, and build a firm foundation in programming techniques.

As a thriving and lively department, we offer a range of extra-curricular activities and clubs throughout the year. This includes regular master classes, student support sessions and STEM events. There are also leadership opportunities where our students become computing ambassadors, working closely with our local primary schools to support their IT curriculum.

