Broadening Horizons

We aim to broaden horizons by introducing software tools that can be used for a wide range of purposes. Many of the tools introduced are free and available for students to use at home. We ensure that students understand how software can be used in the real world, e.g. to plan an event or manage finances. We also introduce students to hardware and software that many students may not have access to outside of school, including Micro:bits, the Adobe suite, Microsoft Office, Chromebooks and PCs.

Careers

We run a series of 'Careers in the Curriculum' weeks in our school. For ICT, this week takes place in December. Students take part in a number of activities to encourage them to think about how what they learn in the classroom can be applied in a number of future careers including: IT Manager, Software Developer, Data Scientist, Web Developer and Information Security Analyst.

Immerse Yourself

KnowItAll Ninja

Collecting, Presenting and Interpreting Data

KnowItAll Ninja covers every topic that you need to learn for your Collecting, Presenting and Interpreting Data assessment.

KnowItAll Ninja

Exploring User Interface Design Principles

Through KnowItAll Ninja's 21 lessons, you'll learn all you need to pass the exam and each lesson has its own interactive quiz.

Praise and Reward

Our rewards system can be broadly split into four categories: classroom level, subject level, school level and privilege rewards. We'll focus on classroom and subject rewards here - for more information about our rewards schemes, please see our website.

CLASSROOM LEVEL REWARDS

Awarded for: working hard, taking risks and rising to a challenge, making mistakes and learning from them, helping others, and taking pride in the school community.

Rewarded by: praise postcards, positive phone calls to parents/ carers, positive text messages home, and lesson based prizes.

SUBJECT LEVEL REWARDS

Reward scheme: star of the week, curriculum awards (Subject/ School Way, participation, working with pride, embracing the whole curriculum), high flyer, extra mile, most improved.

Rewarded by: names displayed on reward boards, certificates, social media posts.

Contact

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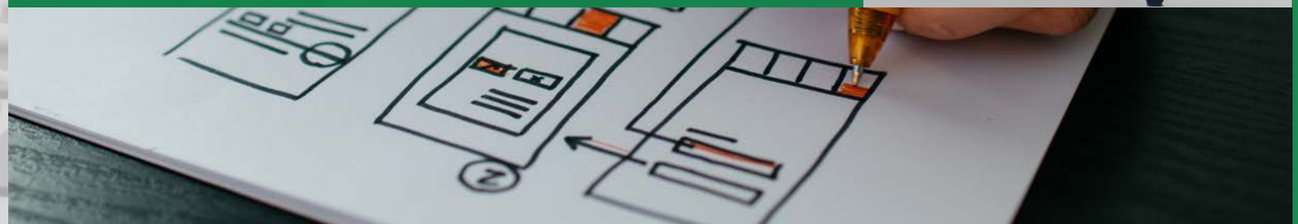
KnowItAll Ninja E-Learning

Students are provided with a subscription - free of charge - to the KnowItAll Ninja e-learning platform, which uses gamified e-learning principles to support their learning.



WICKERSLEY PARTNERSHIP TRUST.

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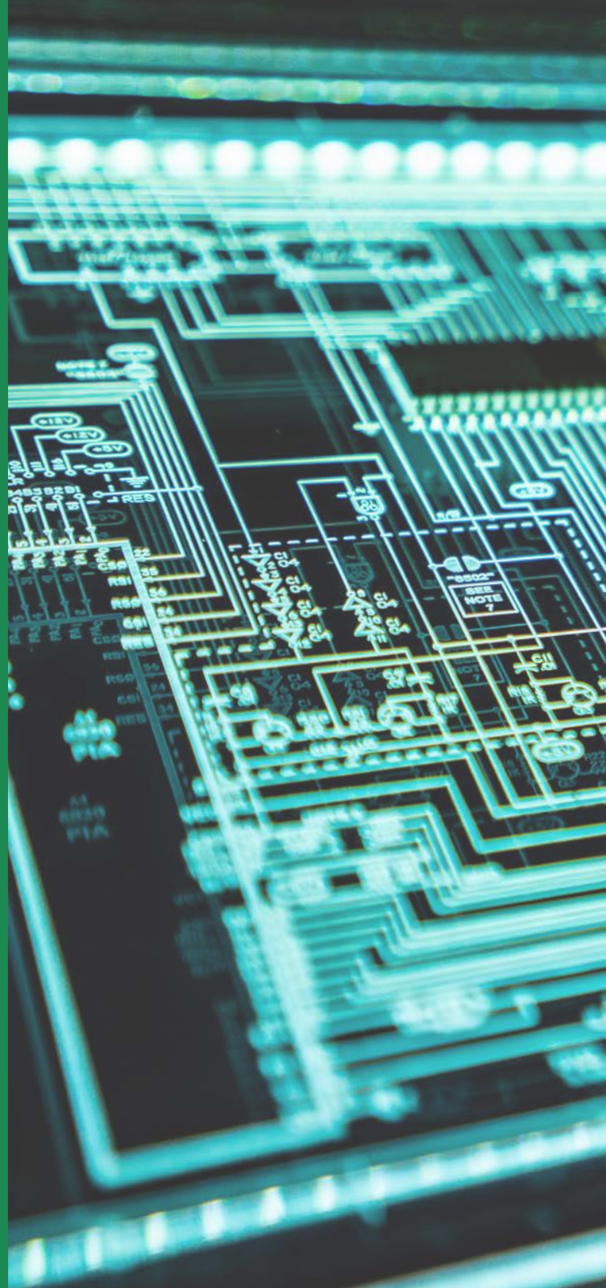
December
2022

DIGITAL INFORMATION TECHNOLOGY YEAR 11

Curriculum Newsletter



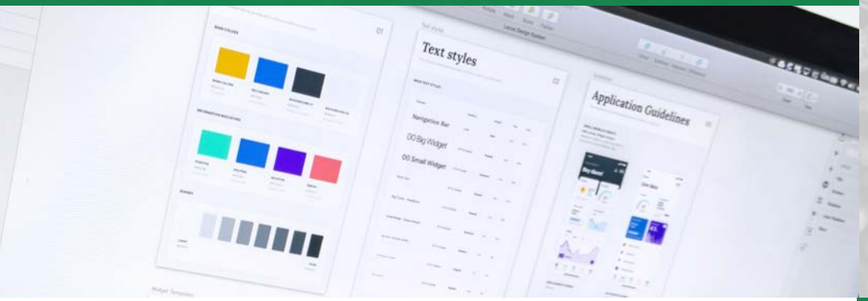
Curriculum Intent

In Computing we aim to provide an engaging, challenging, well sequenced curriculum which is broad and balanced, covering a range of computing and ICT topics. We aim to develop our students into 21st Century Digital Citizens who are able to use digital technology safely and responsibly, and to teach students both how to use technology effectively, with an understanding of how it works.

We aim to engender a love of learning, self-belief and aspiration through 4 key intentions:

- The Removal of Barriers to Learning
- Developing Skills for Learning
- Developing Personal Attributes
- Enriching Student Experiences and Broadening their Horizons

The Computing and IT Department's core purpose is to deliver an engaging and challenging curriculum through outstanding teaching and learning. Our aim is for students to develop skills and knowledge to prepare them for a future in a world where the use of technology is fully embodied.



Year 11 Curriculum

The Pearson BTEC Level 1/Level 2 Tech Award in Digital Information Technology (Qualification Number: 603/2740/6), is for learners who want to acquire technical knowledge and technical skills through vocational contexts by studying the knowledge, understanding and skills related to data management, data interpretation, data presentation and data protection as part of their Key Stage 4 learning.

The Award gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment.

Learners are required to complete and achieve all three components in the qualification.

The three components focus on the assessment of knowledge, skills and practices. These are all essential to developing a basis for progression and, therefore, learners need to achieve all components in order to achieve the qualification.

Have your say!

At WPT we're always looking for feedback. If you have any thoughts/opinions on this Curriculum Newsletter, its content or the curriculum in general, please scan the QR code to fill out a short feedback form.

Assessment Points

Component 1 Exploring User Interface Design Principles and Project Planning Techniques is internally assessed and moderated externally by the Exam Board. Component 2 Collecting, Presenting and Interpreting Data using spreadsheets is also internally assessed and externally moderated by the Exam Board. Component 3 Effective Digital Working Practices is the only exam based assessment and it provides the main synoptic assessment for the qualification. Component 3 builds directly on Components 1 and 2, and enables learning to be brought together and related to a real-life situation. For the non-exam internal assessment students are regularly assessed through low stake retrieval practice quizzes, BRAG tasks and practice mock assessments. For the external assessment students are regularly assessed through low stake retrieval practice quizzes, BRAG tasks, end of topic tests and mock exams.

The Computing Way

The Computing Way is designed to help students become young subject specialists and has a key focus on the vital skills needed to achieve their full potential in this subject area.