INTENT:

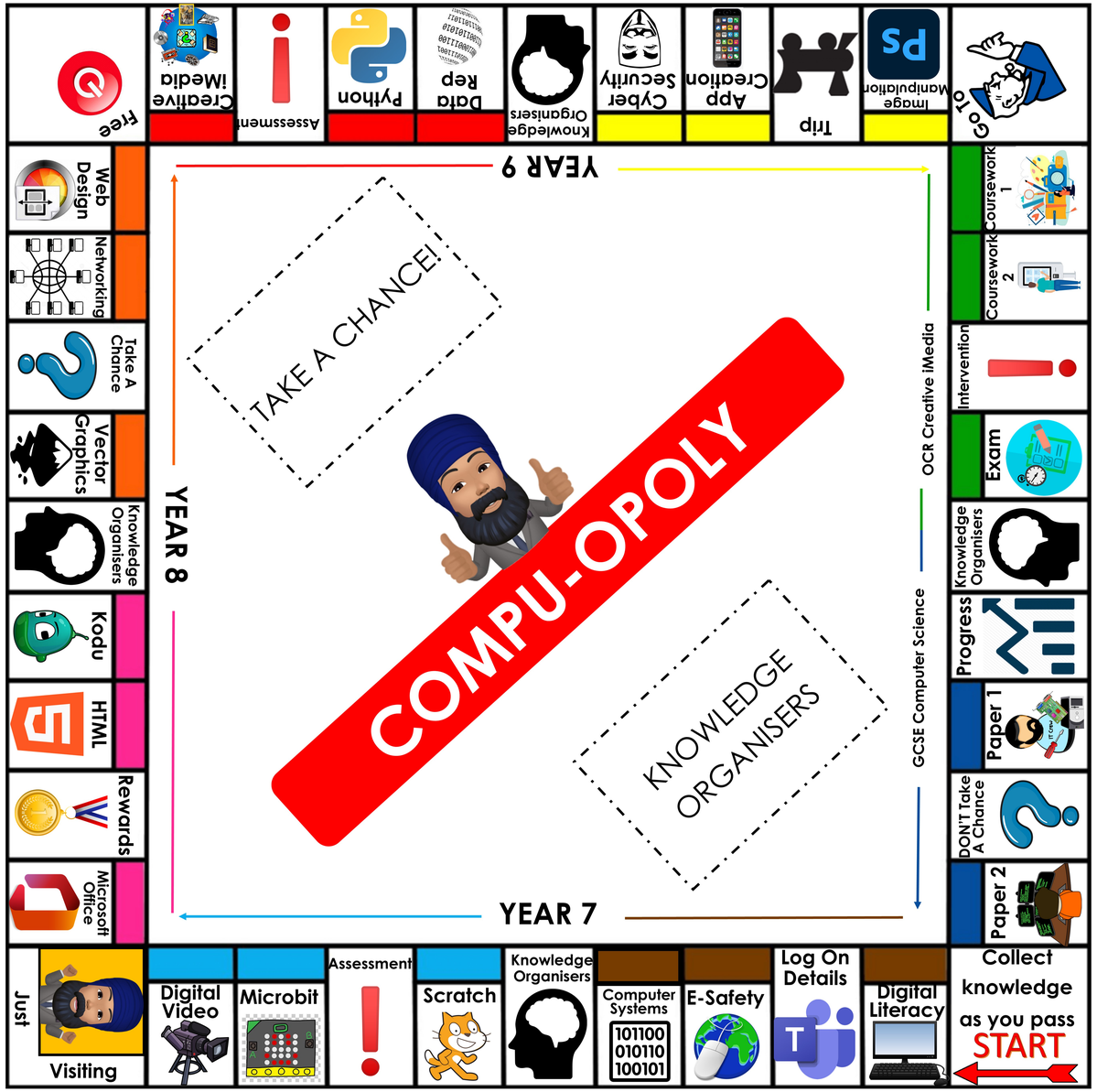
To inspire and create a new generation of Computer Scientists and Digital Artists by offering an engaging, rich, and colourful curriculum, whilst ensuring students are equipped with skills necessary to stay safe with the use of technology in their personal lives, and skills appropriate for the world of work.

IMPLEMENTATION:

By breaking down barriers for all students within lessons and ensuring equal opportunities for all. Students will use a range of technological devices throughout the years. Strong theory will underpin practical tasks and activities that are designed to stretch and challenge pupils' abilities and knowledge.

IMPACT:

Robust assessment processes, both theoretical and practical, will measure and monitor the continued progress of students within the subject. Extra-curricular activities will enhance enjoyment of the subject, as well as supporting the mental health of students. Higher numbers of students undertaking Computing qualifications at KS4, and progressing onto



REWARDS:

- Postcards
- Positive phone calls home
- Trips
- Raffles
- Chance to win technology
- Digital Leaders

TRIPS:

- Sky Academy Studios
- The Computing Museum
- The Science Museum
- Bletchley Park
- Google Headquarters (London)
- Maidstone Studios

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