**ICT/Computing Curriculum**

**KS3**

The Key Stage 3 curriculum at ACE combines content from The National Centre for Computing Education (NCCE) and content from the Ofqual Functional Skills Criteria for ICT. The Computing topics covered at ACE aim to inspire young people to use computational thinking and creativity to understand and change the world.

**Aims:**

- use two or more programming languages, at least one of which is textual, to solve a variety of computational problems.
- understand simple Boolean logic and some of its uses in circuits and programming.
- understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.
- undertake creative projects that involve selecting, using, and combining multiple applications.
- understand a range of ways to use technology safely, respectfully, responsibly, and securely.

The Functional Skills in Information and Communication Technology focuses on 3 skill areas:

- using ICT systems
- finding and selecting information
- developing, presenting, and communicating information

Combining ICT and Computing will ensure pupils at ACE acquire knowledge of IT devices and using the Internet whilst developing problem solving skills and communication in a world led by technology.

**Assessment**

Progress through the Curriculum involves 3 summative assessments throughout the year. Teachers will identify appropriate points in the National Curriculum to assess pupil knowledge and understanding to progress confidently to the next stage.

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**KS4**

Key Stage 4 pupils at ACE will complete a Level 1 BTEC Award in Digital Information Technology. With the digital sector becoming a major source of employment in the UK, this course offers sector-specific applied knowledge and skills through vocational contexts by studying project planning, data management, data interpretation, data presentation and data protection.

**Aims:**

- Develop key skills that prove your aptitude in digital information technology, such as project planning, designing and creating user interfaces and dashboards.
- Process effective ways of working in digital information technology, such as project planning, the iterative design process, cyber security, virtual teams, legal and ethical codes of conduct.
- Improve attitudes that are considered most important in digital information technology, including personal management and communication.
- Develop knowledge that underpins effective use of skills, process and attitudes in the sector such as how different user interfaces meet user needs, how organisations collect and use data to make decisions, virtual workplaces, cyber security and legal and ethical issues.

The qualification recognises the value of learning skills, knowledge, and vocational attributes to complement GCSEs and aims to broaden learners' experience and understanding of the varied progression options available to them post 16. It is an introduction to the application of project planning techniques to plan, design and develop a user interface and how to collect, present and interpret data and the use of digital systems.

**Awarding Body:** Pearson https://qualifications.pearson.com/en/home.html

**Assessment**

Components 1 and 2 are assessed through non-exam internal assessment and is delivered through Pearson-set Assignments. These assignments are set by Pearson, marked by the centre, and moderated by Pearson. The Pearson-set assignment will be completed in approximately 6 hours of supervised assessment.

There is one external assessment, Component 3, which 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. External assessment set and marked by Pearson, completed under supervised conditions. The assessment will be completed in 1 hour 30 minutes within the period timetabled by Pearson.