



Subject Staff:

- **Mr N Bradbury** (Subject Leader Technology)
- **Mr D Dance** (Assistant Head and Teacher of Computer Studies)
- **Miss A Remon** (Teacher of Computer Studies and Business)
- **Mr R Smith** (Deputy Head Teacher and Teacher of Computer Studies and Design and Technology)
- **Mr R Shutt** (Teacher of Computer Studies and Business)
- **Mrs Katabalwa** (Teacher of Computer Studies and Technology)

For further information please contact:

Mr N Bradbury

Tel: 01785 258546

Email: bradbury.n@kevi.org.uk



Computer Studies and ICT: The Department is fully committed to ensuring that every pupil is equipped with the ICT skills they need to live, learn and earn in the 21st Century. **In the last academic year 78% of all Year 11 pupils achieved a "C" GCSE grade pass or above in this subject, 20% students achieving an A or A* grades.**



In a commitment to maintain high levels of pupil success in the subject the school is continually investing in the latest software and all pupils have access to a wide range of industry standard packages including;

- Desk Top Publishing (Office 2010)
- Database (Office 2010)
- Spreadsheets (Office 2010)
- Programming (Python, Scratch and HTML)
- Audio mixing and editing (Audacity)
- Word processing (Office 2010)
- Internet E-mail (Virtual Learning Environment)
- Video editing (Windows movie maker)
- Animation (Macromedia Flash)
- Web authoring (Macromedia Dreamweaver)
- Image authoring (Macromedia Fireworks)

In addition to this the school has its own Virtual Learning Environment (VLE) which provides pupils with a set of online tools and resources to facilitate various aspects of their education experience, including home access, collaborative learning, online assessments, digital multimedia and document sharing.

Key Stage 3 During Key stage 3 all pupils will follow the new 2014 Computer Studies curriculum which will see them;

- Understanding the need to employ safe working practices both physical and virtual.
- Understanding how computers work and the processing of information.
- Learn to programme in a number of languages including, Python and Scratch.
- Developing problem solving skills

Key Stage 4 (GCSE Option Subject) Computer Science 9-1 GCSE This specification offers pupils the opportunity to gain an understanding of the way computers work and to create and review computer programs for real-life purposes based on their own interests. It also encourages them to create their own games, applications and other systems, rather than simply use those designed by others.

Computer Science assessment is divided into three units:

Component 1: Principles of Computer Science (40%) - *Written examination: 1 hour and 40 minutes*

Component 2: Application of Computational Thinking (40%) - *Written examination: 2 hours*

Component 3: Project (20%) - *Non-examined assessment: 20 hours*

Finally, to help and support the development and progression of all pupils the Department staffs and resources at least one ICT room every lunchtime as well as providing an after school homework/coursework club at least once a week.