IT & Computer Science @ Edgbarrow

Key Stage 3 Computer Science and IT

Years 7, 8 & 9

- Problem solving
- Logical thinking
- Binary maths
- Making decisions
- Presenting information
- Hardware and Software
- IT Fundamentals
- Living in the digital world
- E-Safety
- Designing and making applications
- Working with clients
- Testing and improving solutions
- Programming skills

Year 10/11 Vocational IT

- Creative iMedia
- Computer Graphics
- Game design
- Designing and making applications
- Testing & improving solutions
- Project Skills

Level 3 Vocational IT

- Fundamentals of IT
- Global information
- Cyber Security
- Application Development
- Website Development
- Computer Game Development
- Project management skills
- Mobile Technology & Social Media

Year 10/11 GCSE Computing

- Data types and structures
- Programming skills
- Computer architecture
  - Hardware
  - Software
  - Cyber Security
  - Ethical, Legal & Enviromental considerations

A Level Computing

- Algorithm design
- Software development
- The maths behind it all
- Creating real-world systems
- Analyse and solve problems using computational thinking
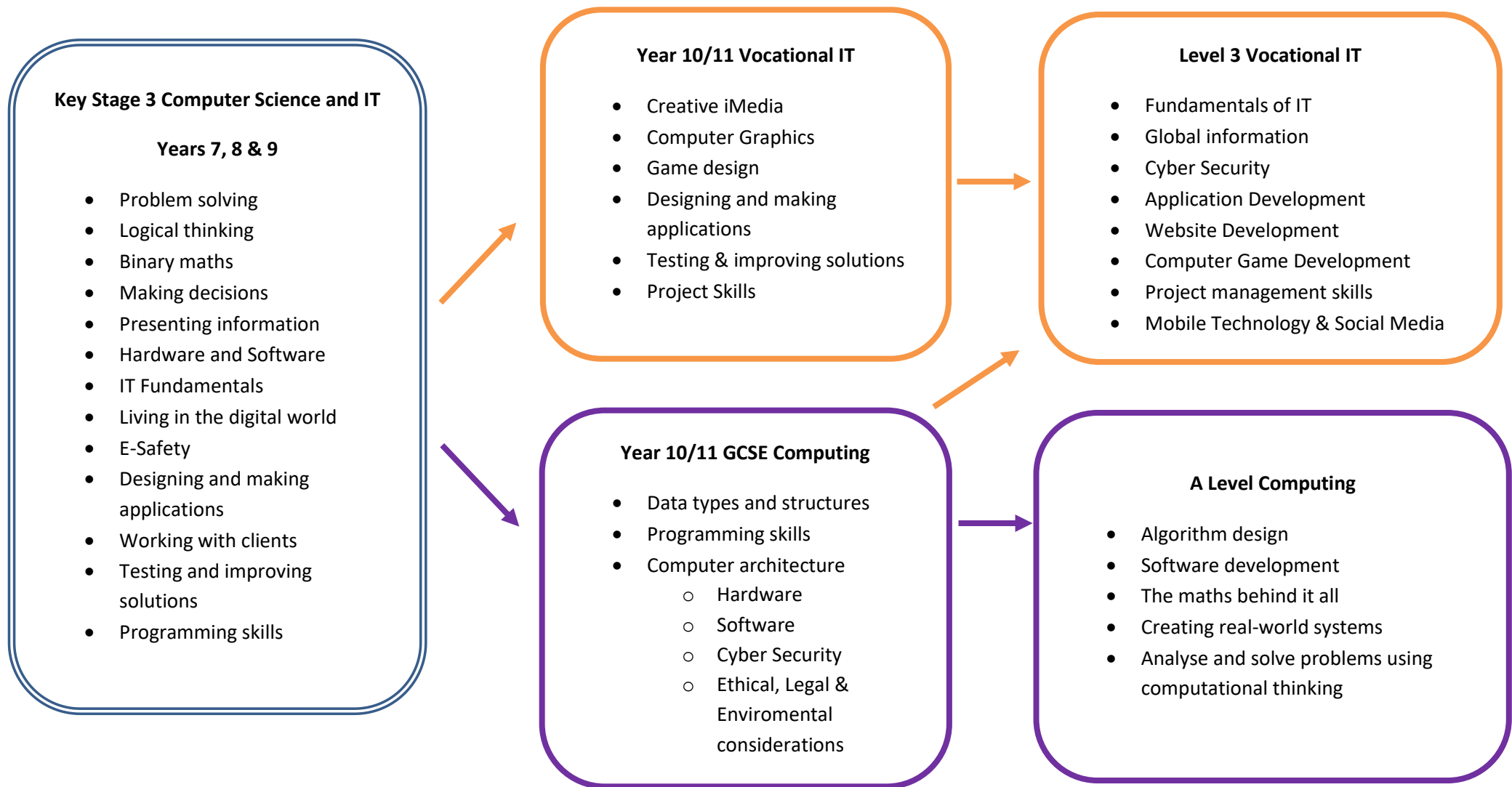
"To develop young people who are digitally literate, resilient and have problem solving skills.
Students will develop transferable skills to use across the curriculum, and in the wider world."