

## 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

introduce students to hardware and software that many students may not have access to outside of school, including Micro:bits,

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



### Craig n Dave Videos

Students have access to a revision website called "Smart Revise" by Craig n Dave. This contains a range of multiple choice questions, exam style

The set of videos - which can be accessed via the QR code above covers the Computer Science course in more detail.

## 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

most improved.

Rewarded by: names displayed on

media posts.

## Contact



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## BBC Bitesize Computer Science

BBC Bitesize's Computer Science GCSE OCR page is a fantastic learning tool for Y10 Computer Science students.

Scan the QR code to check it out!



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COMPUTER SCIENCE  
Curriculum Newsletter  
YEAR 10

# 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

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.

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

# Year 10 Curriculum

In Year 10, the focus is on computer systems where the following topics are covered:

## Systems Architecture

The purpose of the CPU, common CPU components and the von neumann architecture.

How common characteristics of CPUs

speed, cache size and number of cores.

## Memory and Storage

Primary storage, the purpose of RAM and ROM.

Secondary storage, common storage technologies and suitable storage devices for a given purpose.

Virtual memory, units of data storage and data capacity requirements, conversion between Binary, Denary and Hexadecimal, Representation of characters, images and sounds in binary.

## Computer Networks, Connections and Protocols

of networks, the roles of computers in a client-server and a peer-to peer network, network hardware, DNS, the cloud, network topologies, protocols and Layers

# The Computing Way