KS4 Computer Science

All pupils must have the opportunity to study aspects of information technology and computer science at sufficient depth to allow them to progress to higher levels of study or to a professional career.

All pupils should be taught to:

- 1a develop their capability, creativity and knowledge in computer science, digital media and information technology
- 1b develop and apply their analytic, problem-solving, design, and computational thinking skills understand how changes in technology affect safety, including new ways to protect
- 1c their online privacy and identity, and how to identify and report a range of concerns.

Curriculum Aspect	Curriculum Coverage
1a develop their capability, creativity and knowledge in computer science, digital media and information technology	Using software tools to develop digital literacy skills/knowledge across the curriculum. E.g.) supporting GCSE speaking exams.
1b develop and apply their analytic, problem-solving, design, and computational thinking skills understand how changes in technology affect safety, including new ways to protect	Providing careers information about a range of careers available in these fields and how to progress into these
1c their online privacy and identity, and how to identify and report a range of concerns.	Using devices and a range of platforms understanding issues around safety. Focus on cloud storage as a current and long term issue with students data.

DRAFT