



Middlewich High School

QUALITY OF EDUCATION

Enterprise Department

Curriculum Rationale



The Curriculum rationale of the Enterprise department is outlined below. These are the principles that shape our intent, implementation and intended impact of our subject area on the wider Middlewich High School Curriculum. We believe that every pupil, regardless of ability or background, should expect the same consistently high-quality education in every lesson taught by every teacher across our Curriculum team.

<p>Our Vision and Values for our Subject are:</p>	<p>Vision and Values: We are passionate about our computing curriculum being a vehicle for children's empowerment through enhanced opportunities. We have developed a curriculum to deliver insight, creativity and experience to provide all our students with a broad, exciting and ambitious curriculum that will develop their knowledge, skills, understanding and cultural capital so that they are able to succeed in life. Our aim is for our students to gain the confidence and resilience to tackle the ever-changing technological environments there are and they will be faced with in the future.</p>
<p>Our rationale for teaching what we teach is as follows:</p>	<p>KS3:</p> <ul style="list-style-type: none">● Secure the best possible progress and attainment at all levels, to develop skills to aid progress into KS4.● To allow students the opportunity to display their talents in both creative and logical ways through a varied relevant curriculum enabling them to see the relevance of ICT and Computing in everyday life.● To make students aware of the inappropriate use of ICT and how to use ICT responsibly● To facilitate high levels of teaching and learning and enhance the digital experience, through provision of reliable IT solutions.● For the students to be active and engaged users and creators in the emerging digital economy <p>KS4:</p> <ul style="list-style-type: none">● There is a culture of high ambition and excellence for all, with students who lack the prerequisite knowledge supported to overcome barriers and access content.● At each stage of the learning episode students are able to demonstrate a deep, conceptual understanding of the topic which will be built upon over time.● To develop confidence and understanding of computer Science skills and understanding.● For students to develop analytical skills to support design opinions for a variety of media products.

	<ul style="list-style-type: none"> ● Retrieval of knowledge is part of everyday practice and is further more developed through regular low stakes quizzing. Evidence based practice and educational research underpin the curriculum development to ensure effective pedagogical approaches for achieving quality first teaching.
<p>The principles that shape our Key Stage Three Curriculum are:</p>	<ul style="list-style-type: none"> ● Be able to apply key algorithms and data representation and mathematical skills through practical and theoretical work. ● Understand the key components that make up digital systems and how they communicate ● Understand the impacts of digital technology to the individual, wider society, the ethical changes and cultural impacts as well as the positive and negative impacts digital technology has had on the environment ● To equip learners with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills in areas such as research, planning and evaluation
<p>The principles that shape our Key Stage Four Curriculum are:</p>	<p>Computer Science</p> <ul style="list-style-type: none"> ● Understand and apply the fundamental concepts and principles of Computer Science ● Analyse problems in computational terms through practical problem solving experience ● Understand the components that make up digital systems and how they communicate with one another ● Understand the impacts of digital technology to the individual and wider society ● Apply mathematical skills relevant to Computer Science <p>Creative IMedia</p> <ul style="list-style-type: none"> ● Enable learners to think creatively, innovatively, analytically, logically and critically ● Investigate new and emerging digital technologies; ● Personal project work, analysing how the product fulfils the requirements of the specification and the user's needs, wants and values; ● Recognise how their product can be modified to better meet its intended aim and target audience; ● Understand developments in ICT and other digital concepts and its impact on individuals, society and the environment.
<p>Our Pupil Promise: You will see the following in our lessons:</p>	<ul style="list-style-type: none"> ● Engaged learners who are curious and eager to learn how to use software to create effective outcomes. ● Passionate teachers who deliver engaging and challenging lessons to develop resilient learners. ● Structured learning, which uses prior learning to embed, enhance and extend our students learning ● Teachers will base their lessons on the most recent and updated evidence based pedagogy

<p>Cultural Capital we offer our pupils through our Curriculum is as follows:</p>	<ul style="list-style-type: none"> ● Instilling a sense of enthusiasm surrounding Computing/IT and an encouragement to research, develop, experiment, create and think independently. ● Computing/IT lessons will encourage students to consider the use of IT resources; including life online, and how they play a part in the modern world, quality of thinking rather than quantity. ● Students should gain the confidence to be creators rather than just users of technology. ● For students to be confident when participating in STEM activities and external competitions
<p>Next Steps – Our aspirations. We intend that our pupils will leave us in Year 11 with the following skills and qualities:</p>	<ul style="list-style-type: none"> ● Secure knowledge foundations to be confident and inquisitive learners when faced with new software challenges ● Student who can confidently manoeuvre ever changing technology ● Students can communicate successfully as individuals and team players when faced with computing challenges

The Mission Statement of the Enterprise Department

Our mission statement for Quality Education in our Department is outlined below.

Our vision is to embed computing in as many learning opportunities as possible. This will provide our students with concrete experiences of when and how they can use digital media in different aspects of their lives. Through stimulating and challenging experiences students will continue to develop their love for learning and through this become confident and independent users of a range of software and hardware. In the ever-changing digital world, we aim to provide all students with not only the skills to use the technology that exists today, but the life-long thinking skills and passion to continue to develop their love for computing through secondary school and beyond.