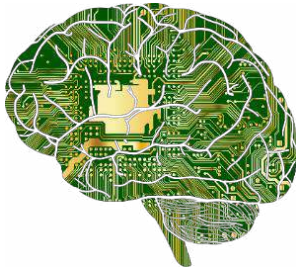# Computer Science Non - GCSE
Curriculum Intent

Our KS4 non-GCSE computing curriculum emphasizes hands-on learning through physical computing, allowing students to engage with hardware and software in creative ways. Students will develop essential workplace skills, including proficiency in media tools and spreadsheets, preparing them for future careers. Additionally, the curriculum prioritizes online safety, teaching students how to navigate the digital world responsibly. This approach not only fosters technical skills but also encourages critical thinking and problem-solving, equipping students with the knowledge they need to succeed in a technology-driven environment.

Qualification:

☐ Opportunities to for achieving AQA Awards Certificates at the end of units

Content

1. Innovating robots from ready-made designs

2. Selection in Physical Computing with Crumble Controller

3. Sensing Movement with micro:bit

4. Build a robot buggy

5. Complete a project as a team with VEX IQ

6. Media

7. Spreadsheets

8. Online Safety

Assessment

Half Termly Internal Assessments including AQA awards connected with work completed.