



# COMPUTING @ GFS



## VISION



To provide an inclusive curriculum that provides all learners with the self-confidence, resources and opportunities to reach the highest standards whilst preparing them for the real world and ensuring the digital safety of all.

## STRATEGY

Incorporating a mixture of both practical and theoretical elements of computing, learners will have well planned schemes of work and challenging lessons that will provide the opportunity to develop a wide range of fundamental computing skills.



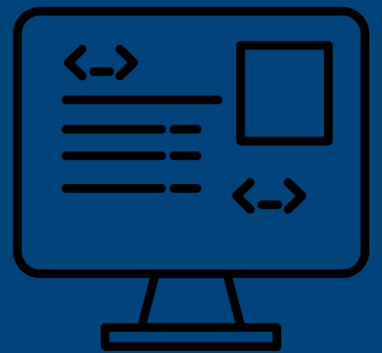
## E SAFETY



Our top priority is to ensure learners are safe while using online technologies and our curriculum incorporates e-safety along with digital citizenship to help learners take ownership of their digital lives in a respectful and responsible manner.

## PROGRAMMING

In the modern world, the ability to program has become a more valued skill. Our curriculum has a key focus on giving learners a large range of opportunities to design, write and debug programs using a wide range of technologies.



## INFORMATION & COMMUNICATION TECHNOLOGY (ICT)



Learners are taught how to use common information technology in real world scenarios which allows skills to be transferrable cross curricular, outside of school and beyond school.

## SKILLS DEVELOPMENT

Due to the nature of the subject, computing lessons provide learners the opportunity to develop their logical and problem-solving skills on a lesson by lesson basis. The ability for learners to lead and guide their own learning along with developing independence are also skills that are developed with the subject.

