

ICT for the Secondary Challenge Pathway



Rationale:

Through the Secondary Challenge Pathway, we aim to ensure that our students are:

- Given the opportunity to access technology through a variety of different access equipment.
- Provided with an understanding of online security and safety when using a variety of devices and technologies.
- Provided with a variety of different activities which are delivered on a variety of different devices which best support the students.
- Equipped with transferable skills which will help support the students in and out of the school through a secure curriculum.
- Given an understanding of how technology impacts their own environment and the wider community.
- Able to explore/apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms, and data representation.

ICT Curriculum for Secondary Challenge Pathway		
Intent	Implementation	Impact
The curriculum that is offered through the Secondary Challenge Pathway:	We achieve our intentions by:	The impact of the Secondary Challenge Pathway provision is demonstrated through the development of students who are:
 Will develop a wide range of fundamental skills, knowledge and understanding that will ensure that the students are computer literate and equipped with the necessary skills for their lives. Will allow the students to appreciate the importance of computer technology in the modern world Will encourage the students to become more independent and develop key life skills such as problem-solving, logical thinking and self-evaluation which will enable them to effectively conduct their future lives as workers, consumers, and members of a digital future. Will help the students be more creative and explore different functions and processes within the subject. 	 Being exposed to a thorough and robust IT & Computing curriculum. Using different technologies and devices effectively, learning how to search using WWW and analysing and evaluating digital content. Using a variety of software on a range of digital devices to create a range of content against a set of targets. Learning how to use technology safely, respectfully, and responsibly so they can recognise acceptable and unacceptable behaviour and identify a range of ways to report concerns. Being able to share their work using a variety of different platforms. Being exposed to a variety of different access equipment which supports them with using different technology/devices. 	 Enthusiastic and show enjoyment for the subject both in and out of the classroom. Able to show a greater understanding on how to use a variety of different software packages that will benefit them in and outside of school. Able to use different technologies to help support them in day-to-day life which will help streamline activities and support them in managing themselves. Able to understand the different dangers that may be presented to them using online platforms, for example internet/device security and online safety. Able to demonstrate a comprehensive knowledge of the implications of technology, software and digital systems. Successful is gaining a qualification in IT Users Skills (Entry level/Level 1&2)