Langdon Park School

Professionalism - Inclusion - Pedagogy - Curriculum

Year Group	SDC Strands and Curriculum Links			
	Be Professional (Character and Community)	**Be Inclusive (Diversity and Relationships)**	**Be a Learner (Aspirations and Economics)**	**Be Knowledgeable (Wellbeing and Health)**
Year 7	Students learn to make professional judgement about where they obtain information from and how to credit a website as a useful resource. Students are made aware not to plagiarise from the internet and be able to quote or reference their findings.	Black History Month – celebrating Jerry Lawson who changed the gaming industry. Embrace diversity through the pioneers of Computer Science such as Alan Turing and other pioneers who are of LGBT. Both of these explicitly promoting tolerance and respect Safer Internet Day – Students are aware of the use of social media and how to be responsible for other users and their feelings.	Students learn how to browse the web to obtain information that is credible and how to apply their research into their work. Students are also taught the consequences of plagiarism and copyright.	Students are taught about eSafety and how cyberbullying is a serious crime. They are taught on how to be safe when browsing the internet and the use of email accounts. Safer Internet Day – As a department we promote SID to make aware of how useful the internet can be and how much presence we have. Gaming Club – We offer a place where students can have fun and experience retro consoles and develop their understanding of technology and graphics
Year 8	Students are made aware not to plagiarise from the internet and be able to quote or reference their findings. Students are made aware of the demand in cyber security jobs and why it is important to be tech savvy.	Black History Month – celebrating Jerry Lawson who changed the gaming industry. Embrace diversity through the pioneers of Computer Science such as Alan Turing and other pioneers who are of LGBT. Both of these explicitly promoting tolerance and respect	Students grasp the concept of computer science through understanding binary and computers have contribute to increasing jobs.	Computer Crime & Cyber Security – students understand the demand of cyber security jobs and why it is crucial to learn on how to be safe when using the internet and on school network. Safer Internet Day – As a department we promote SID to make aware of how useful the internet can be and how much presence we have. Gaming Club – We offer a place where students can have fun and experience

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Year 9	Students are made aware not to plagiarise from the internet and be able to quote or reference their findings. Students learn to code by copying code and understand how code can be reused in other programs.	Black History Month – celebrating Jerry Lawson who changed the gaming industry. Embrace diversity through the pioneers of Computer Science such as Alan Turing and other pioneers who are of LGBT. Both of these explicitly promoting tolerance and respect Safer Internet Day – Students are aware of the use of social media and how to be responsible for other users and their feelings.	Students understand how computer circuits are creating using logic gates and build on from year 8 on how binary links to Students are creative with their programming and try to create code which is challenging and fun!	Student are made aware of online websites such as ChatGPT and other AI websites and how it can be prone to bias and also be mis programmed and generate false results. Safer Internet Day – As a department we promote SID to make aware of how useful the internet can be and how much presence we have. Gaming Club – We offer a place where students can have fun and experience retro consoles and develop their understanding of technology and graphics
Year 10	Students are made aware not to plagiarise from the internet and be able to quote or reference their findings. CS NEA/IT CW – Programming Coursework – use their IT skills to produce documents that are of industry standard	Black History Month – celebrating Jerry Lawson who changed the gaming industry. Embrace diversity through the pioneers of Computer Science such as Alan Turing and other pioneers who are of LGBT. Both of these explicitly promoting tolerance and respect	Students grasp the concept of computer science through understanding binary and computers have contribute to increasing jobs. NEA – Programming Project – Students are given the opportunity to carry out a programming task to which can they go beyond the set task and use their creativity. This allows students to be tested on their time management skills and enhance their problem solving skills.	Student are made aware of online websites such as ChatGPT and other AI websites and how it can be prone to bias and also be mis programmed and generate false results. Safer Internet Day – As a department we promote SID to make aware of how useful the internet can be and how much presence we have.

		Safer Internet Day – Students are aware of the use of social media and how to be responsible for other users and their feelings.	Trip: Computer Science Museum at Bletchly Park – students get an insight on the history of computers and how technology has developed over the years.	Gaming Club – We offer a place where students can have fun and experience retro consoles and develop their understanding of technology and graphics
Year 11	Students are made aware not to plagiarise from the internet and be able to quote or reference their findings.

CS NEA/IT CW – Programming Coursework – use their IT skills to produce documents that are of industry standard

Classroom discussions on use of AI to aid in learning. "Does it?" Students learning about ethics of AI and technology around the world, discussing the pros and cons. | Black History Month – celebrating Jerry Lawson who changed the gaming industry.

Embrace diversity through the pioneers of Computer Science such as Alan Turing and other pioneers who are of LGBT.

Both of these explicitly promoting tolerance and respect

Safer Internet Day – Students are aware of the use of social media and how to be responsible for other users and their feelings. | NEA – Programming Project – Students are given the opportunity to carry out a programming task to which can they go beyond the set task and use their creativity. This allows students to be tested on their time management skills and enhance their problem solving skills.

Trip: Gaming Convention at EXG – meet the developers and new technologies

Students grasp the concept of computer science through understanding binary and computers have contribute to increasing jobs. | GCSE Computer Science – Rigorous testing in preparation for Pre Public Examinations and final exams.

Cambridge Nationals in IT – students undergo real exams and have the opportunity to retake to improve their results

Student are made aware of online websites such as ChatGPT and other AI websites and how it can be prone to bias and also be mis programmed and generate false results.

Gaming Club – We offer a place where students can have fun and experience retro consoles and develop their understanding of technology and graphics |
| **Year 12** | CS NEA/IT CW – Programming Coursework – use their IT skills to produce documents that are of industry standard

Classroom discussions on use of AI to aid in learning. "Does it?" Students learning about ethics of AI and | Black History Month – celebrating Jerry Lawson who changed the gaming industry.

Embrace diversity through the pioneers of Computer Science such as Alan Turing and other pioneers who are of LGBT. | NEA – Programming Coursework – students are given the opportunity to devise a problem and create a working solution. This will help students think creatively and improve their skills as a programmer. The skills developed at this stage contributes software engineering | A Level Computer Science – Rigorous testing in preparation for Pre Public Examinations.

Cambridge Technicals in IT – students undergo real exams and have the opportunity to retake to improve their results |

	technology around the world, discussing the pros and cons.	Both of these explicitly promoting tolerance and respect Safer Internet Day – Students are aware of the use of social media and how to be responsible for other users and their feelings.	concepts and increase their employability. Students also present their skills through IT to communicate effectively when sending emails and making a presentation.	Student are made aware of online websites such as ChatGPT and other AI websites and how it can be prone to bias and also be mis programmed and generate false results. Safer Internet Day – As a department we promote SID to make aware of how useful the internet can be and how much presence we have. Gaming Club – We offer a place where students can have fun and experience retro consoles and develop their understanding of technology and graphics
Year 13	CS NEA/IT CW – Programming Coursework – use their IT skills to produce documents that are of industry standard Classroom discussions on use of AI to aid in learning. "Does it?" Students learning about ethics of AI and technology around the world, discussing the pros and cons.	Black History Month – celebrating Jerry Lawson who changed the gaming industry. Embrace diversity through the pioneers of Computer Science such as Alan Turing and other pioneers who are of LGBT. Both of these explicitly promoting tolerance and respect Safer Internet Day – Students are aware of the use of social media and how to be responsible for other users and their feelings.	NEA – Programming Coursework – students are given the opportunity to devise a problem and create a working solution. This will help students think creatively and improve their skills as a programmer. The skills developed at this stage contributes software engineering concepts and increase their employability.	A Level Computer Science – Rigorous testing in preparation for Pre Public Examinations and final exams. Cambridge Technicals in IT – students undergo real exams and have the opportunity to retake to improve their results Student are made aware of online websites such as ChatGPT and other AI websites and how it can be prone to bias and also be mis programmed and generate false results. Gaming Club – We offer a place where students can have fun and experience retro consoles and develop their

			understanding of technology and graphics