

The Thomas Lord Audley School

Computing Department

The Computing Department at the Thomas Lord Audley School is a dynamic progressive team that has gone from success to success over a number of years.

The department is formed of two well established teachers who have developed a strong curriculum that is shared across the Trust and extra-curricular activities focused on STEM learning. The team have strong links with NCCE and have recently become the CAS Hub for Colchester Secondary schools.

The department has access to a whole plethora of facilities including modern up to date computer suites with the latest software running including the full Adobe Suite and Unity, with at least 30 modern computers in each room. The department also has access to Lego Mindstorms robots, Raspberry Pi's and Cisco equipment in order to allow a broad curriculum to be delivered.

Computing is a core area in the curriculum within the school, students' study one lesson a week throughout KS3 which focuses on four fundamental areas that include Computing for Business, Computing as a subject, Computing and its role in society and a yearly practical project that brings all the topics together. As well as the core lessons within KS3, students and have one rotation for an hour a week that looks into creative technologies and are able to explore other aspects of technology outside of the usual Computing curricula that includes graphic design taught through the Adobe Suite.

The curriculum extends students' knowledge through the use of Microsoft OneNote to deliver lessons and give students access to a digital exercise book which can be accessed from home. Students are assessed throughout the year with a range of formative assessment that uses online quizzing and summative assessments at the end of all topics. This informs lesson planning and drives progress within the department.

From Year 9 students have the opportunity to study two different qualifications within the department. This consists of OCR GCSE Computer Science syllabus which is taught twice a week. Students in Year 9 are offered an enrichment year that looks to develop their programming skills in a number of languages including HTML, CSS, Python and SQL. In Year 10 students then go on to studying the main topics laid out by the exam board. Students can then also opt for the OCR Cambridge National iMedia that focuses on the front end element of technologies and study a number of topics from Year 9 to 11 which include photography, graphic design and web design by building portfolios in this time ready for submission; the 3 year curriculum offered gives time to offer students deeper learning within the topics and hone their skills within this area.

An underlying area of the Computing department is its offering of eclectic extra-curricular provision. These STEM club through which activities take advantage of Lego Robotics, Micro:Bits and VR technology within the school. Students also have to opportunity to attend the popular photography club once a week as well as a board game club that is also run after school.

The Computing department is a passionate, hard-working and committed team of teachers who believe in support to develop outstanding experiences. They are committed to raising achievement, increasing students' awareness of the developments in technology and the

impact that this continues to have upon our lives. All members of the department play a key role in its development and we are looking forward to welcoming a new colleague to the department.

Ross McKenzie
Head of Computing