Curriculum Intent	The faculty's intent is to engage students in a curriculum that develops transferable skills, which they will apply in both a vocational and academic manner. The design of our curriculum encourages innovation in students and provides them with problem solving tools. Enterprise supports the learning of Mathematics through having to process numeric data, it also enhances students ICT and Computing skills. Through a variety of teaching and learning methods, including independent research, teamwork, competition and presentation activities, we hope to enhance employability skills and inspire young people		
End Point	To prepare students for A Level Computer Science and University or an apprenticeship degree scheme.		
Python Programming 1	Python Programming 2	Revisiting Key Concepts	NEA
Input/Output Selection Iteration Conditions	Functions Libraries Procedures File Handling	Systems Architecture to Systems Software	None Examinable Assessment Programming Project Highlight Programming skills
Learn how to program effectively to be able to have the skills to complete the NEA and other projects.	Learn how to program effectively to be able to have the skills to complete the NEA and other projects.	Revision of topics that have common misconceptions in order to fill gaps in knowledge prior to moving forward.	An assessment set by the exam board that students have the opportunity to complete a full development.
Verbal & Written Feedback Self and Peer Assessment Progress Checks and Working at grades. Common Assessment Tasks.	Verbal & Written Feedback Self and Peer Assessment Progress Checks and Working at grades. Common Assessment Tasks.	Verbal & Written Feedback Self and Peer Assessment Progress Checks and Working at grades. Common Assessment Tasks.	Verbal & Written Feedback Self and Peer Assessment Progress Checks and Working at grades. Common Assessment Tasks.
Knowledge Books on Teams. Key Vocab identified in each	Knowledge Books on Teams. Key Vocab identified in each	Knowledge Books on Teams. Key Vocab identified in each	Knowledge Books on Teams. Key Vocab identified in each lesson.
	End Point Python Programming 1 Input/Output Selection Iteration Conditions Learn how to program effectively to be able to have the skills to complete the NEA and other projects. Verbal & Written Feedback Self and Peer Assessment Progress Checks and Working at grades. Common Assessment Tasks. Knowledge Books on Teams.	apply in both a vocational an students and provides them through having to process a variety of teaching and lear presentation activities. End Point To prepare students for A Lescheme. Python Programming 1 Input/Output Selection Iteration Conditions Learn how to program effectively to be able to have the skills to complete the NEA and other projects. Verbal & Written Feedback Self and Peer Assessment Progress Checks and Working at grades. Common Assessment Tasks. Knowledge Books on Teams. Knowledge Books on Teams.	apply in both a vocational and academic manner. The design of o students and provides them with problem solving tools. Enterprise through having to process numeric data, it also enhances students a variety of teaching and learning methods, including independer presentation activities, we hope to enhance employability. End Point To prepare students for A Level Computer Science and Universcheme. Python Programming 1 Python Programming 2 Revisiting Key Concepts Systems Architecture to Systems Software Functions Libraries Procedures File Handling Learn how to program effectively to be able to have the skills to complete the NEA and other projects. Verbal & Written Feedback Self and Peer Assessment Progress Checks and Working at grades. Common Assessment Tasks. Knowledge Books on Teams. Knowledge Books on Teams.