Digital Learning

Overview

The digital learning curriculum at KS3 has been designed to enthuse and inspire our learners to develop their confidence with everyday digital skills. Digital learning aims to provide students with an increased level of competence and understanding of using online applications to best support their learning.

We also introduce students to new concepts in computing such as; programming using Python and Java to create their own algorithms for a range of scenarios.
Our digital learning units will better prepare students for further study at GCSE, following either GCSE Computer Science or GCSE ICT.

Some of the unique topics covered in year 7, 8 and 9 will include;

- Design your own step counter.
- Internet Safety.
- Create your own game using Java.
- Spreadsheets and Databases.
- Minecraft for Education.
- Python coding.