



Barnsley Academy

The best in everyone™

Part of United Learning

BUSINESS AND ICT CURRICULUM INTENT

In the Business and ICT department we are committed to delivering a curriculum that challenges, excites and allows our students to be creative and ensures that ALL students develop confidence and skills that will enable them to be successful in exams and in life beyond the academy.

We aim to build and nurture students' enthusiasm through experiencing different software that will be used in their later studies and the real world. By developing these skills, it will allow them to have the knowledge that they will need to succeed within school and develop problem-solving skills for the future. We believe that developing a good range of ICT skills, as well as an appreciation of how businesses work, will enable our students to engage positively within the modern workplace.

We want our students to:

- Engage with and be passionate about our subject;
- Make exceptional progress in their own context;
- Develop a greater understanding of how ICT and business work;
- Become confident and effective in creative thinking;
- Become effective problem-solvers and be able to respond positively to changes in society;
- To introduce pupils to a range of computer systems, both dedicated and embedded, in order to increase their digital literacy.

Key Stage 3 ICT and Computing Curriculum

The ICT and Computing curriculum at Barnsley Academy offers students the opportunity to explore, understand and evaluate how and why Information Technology and Computing is used within our day to day lives, as well as society generally. Through lessons, homework and extra-curricular opportunities, students will:

- Explore how technology can be used within (and outside of) an education setting to learn and retain knowledge.
- Develop a toolkit of IT skills to enable them to meet the digital demands of the 21st century
- Critically consider the implications of the ways in which digital technology enhances, challenges, and impacts our world.
- Demonstrate their understanding of Social, Moral, Spiritual and Cultural Development through application of digital projects, many of which consider ethical issues.
- Explore the ways in which computers are used to solve many of the problems around the world
- Develop logical thinking and programming skills to solve computational problems

These areas are assessed and improved upon via regular verbal feedback within lessons and project-based tasks which are teacher-assessed and improved in follow-up lessons.

Key Stage 4 – GCSE Business and Enterprise and Marketing Curriculum Intent

Enterprise is an important part of the business sector and plays a major role in the UK's global economic status. Demand for employment in these areas is likely to continue to rise and expand, playing a key role in UK society.



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It is important that our learners develop the key transferable skills to fill these careers. The role of entrepreneurs is to help create wealth for the nation and its citizens through the creation of enterprises that innovate and grow the economy. There are nearly 5 million such businesses in the UK, employing about 14.4 million people. In 2015, small and medium enterprises contributed to £24 billion in the UK economy. Our rationale is to provide a fluid and dynamic knowledge-rich KS4 option curriculum, which gives learners access and progress to KS5 and beyond.

The Business and Enterprise courses offer an interactive learning experience, and students learn by researching and taking part in enterprise activities. Learners will be given the opportunity to develop an idea for a small enterprise activity and plan how best to set it up and fund it. Learners will work together, developing key skills, which are useful in any industry, such as problem-solving, decision-making, innovation, project management, team-working and communication. Our learners are also given the opportunity to plan their finances, including cash flows and how to take a product to market.

Key Stage 4 – GCSE Computer Science Curriculum Intent

The Computer Science curriculum at Barnsley Academy offers learners the chance to build upon their understanding of the implications of the digital world, develop computational thinking and apply problem-solving skills to real-world problems. Through lessons, homework and extra-curricular opportunities, students will:

- Explore in-depth theoretical concepts based on computer components, networks and the legal, ethical and environmental implications of the use of technology on our world.
- Develop an understanding of solving computational problems through the use of decomposition, abstraction and algorithm thinking.
- Develop practical programming skills and techniques to design, write, test and refine programs using a high-level programming language.
- Apply a range of relevant mathematical skills within programming.
- Develop critical and logical thinking in order to analyse a problem, create solutions, reflect on successes and consider improvements.

Key Stage 4 – iMedia Curriculum Intent

The iMedia curriculum at Barnsley Academy offers learners the chance to research, plan, design and evaluate their own digital products. It lets students gain knowledge in a number of key areas in the media field, from pre-production skills to digital animation, and offers a hands-on approach to learning. Through lessons, homework and extra-curricular opportunities, students will:

- Gain an experience of using a wide range of professional IT packages such as Adobe Creative Suite (Photoshop, Fireworks and Dreamweaver), Microsoft Office, Web Apps and bespoke design packages, determined by the coursework topics.
- Develop key knowledge of the workings of the media industry and an understanding of their working practices through research and analysis.



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- Develop essential pre-production techniques used in the creative and digital media, including client brief, time frames, deadlines and preparation techniques.
- Explore where and why digital graphics are used and the techniques that are involved in their creation.
- Have the opportunity to plan and design products that have a real-world relevance and context.
- Create a digital portfolio of designed products which can be used for creative FE courses, apprenticeships and job opportunities beyond secondary school.
- Develop critical and logical thinking in order to create solutions through use of a project life cycle.