

CULTURAL CAPITAL OPPORTUNITIES IN COMPUTING

	Term 1	Term 2	Term 3
Year 7	Digital skills and 'Netiquettes'. How to compose emails formally/informally in a professional manner. Delivering a presentation to peers.	Recognising and debunking fake news stories and the motivations behind fake news creators.	Considering various niche markets when creating computing/digital products.
Year 8	Creating websites with visually impaired/disabled people in mind. Being able to carry out advanced searches on the internet.	Wider reading/understanding on how computers/technology has changed the way the police do their job and that this will continue to evolve.	Hour of coding. Coding classic games around classic characters.
Year 9	Understanding the use of cookies by companies/organisations to carry out 'surveillance' on us.	Looking at the history of computing and important historical figures (male and female) in the development of Computing over time. Looking at future trends in Computing. Researching what the Y2K bug was all about and how different sections of society/the world reacted or prepared differently.	Considering the tastes and likes/dislikes of different communities (ethnicities, class etc) when designing a pizza menu. Opportunity for Y9/KS4 pupils to meet a visiting Computing professional.
Year 10	What constitutes sexting and acceptable/unacceptable actions around this. The potential ramifications of sexting.	Reading newspaper articles on the advancements of computing.	Copies of the CS4FN magazines are handed out to pupils.
Year 11	Considering our digital footprint and the future implications of this.	Cybersecurity and guarding oneself against social engineering techniques.	Copies of the CS4FN magazines are handed out to pupils. Opportunity for AGT Computer Scientists to join AGT Computing event at Runshaw college.