Composite: Digital Literacy
Year 7

We teach digital literacy because it is an essential life skill in a world shaped by technology. Digital literacy empowers students to navigate online environments safely, communicate effectively, evaluate information critically, and use digital tools creatively and responsibly. It equips learners with the knowledge and confidence they need to participate fully in modern society, education, and future employment.
Our approach to digital literacy is built around the principles of **Belong, Achieve, and Thrive**:

- **Belong:** Digital literacy helps ensure all students feel confident and included in a technology-driven world. By developing core digital skills and understanding online behaviour, students learn to participate safely and respectfully within digital communities. Inclusive teaching strategies ensure every learner can access and engage with digital tools, regardless of their starting point.
- **Achieve:** Strong digital literacy skills underpin success across the curriculum. Students learn to research effectively, create high-quality digital content, and use technology to support organisation and problem-solving. As they build competence and independence, they experience tangible success in both academic tasks and real-world digital challenges.
- **Thrive:** Digital literacy prepares students to thrive beyond the classroom by developing responsible digital citizenship, resilience, creativity, and adaptability. Students gain the skills needed to manage their digital wellbeing, make informed decisions online, and use technology in innovative ways. These abilities support future study, careers, and positive engagement in an ever-evolving digital landscape.

Composite: Scratch programming
Year 7

We teach Scratch programming because it provides students with an accessible, creative, and engaging introduction to computational thinking. Scratch's visual, block-based approach allows learners to understand the foundations of programming without the barrier of complex syntax. Through designing animations, games, and interactive stories, students develop logical thinking, problem-solving skills, and digital creativity in a fun, supportive environment.
Our teaching of Scratch is rooted in the values of **Belong, Achieve, and Thrive**:

- **Belong:** Scratch enables all students—regardless of experience, confidence, or ability—to participate fully in programming. Its intuitive interface and collaborative features help learners feel included, supported, and part of a coding community where everyone's ideas can be expressed and valued.
- **Achieve:** Scratch allows students to experience success quickly by creating visible, meaningful outcomes. As they progress from simple sequences to more complex algorithms, learners build confidence, resilience, and a strong foundation for future programming languages such as Python. Every milestone reinforces their belief that they *can* succeed in computing.
- **Thrive:** By exploring creativity, debugging challenges, and designing purposeful digital projects, students develop essential skills that help them thrive—critical thinking, perseverance, collaboration, and digital literacy. Scratch lays the groundwork for lifelong learning in computing and empowers students to use technology creatively and responsibly.

Composite: Spreadsheet software
Year 7

Teaching spreadsheet software is an essential part of preparing students for success in education, employment, and everyday life. Spreadsheets give learners powerful tools to understand data, solve problems, and make informed decisions—skills that are valued across every subject and every career path.

By embedding spreadsheet learning into our curriculum, we help students **Belong, Achieve, and Thrive**:

Belong

Students develop digital confidence and feel included in modern learning and working environments. Spreadsheets are used in nearly every sector—from health and finance to sports and creative industries—so learning them ensures students feel able to participate fully in the digital world. Working collaboratively on data tasks also helps learners build communication, teamwork, and shared problem-solving skills.

Achieve

Spreadsheet skills empower students to analyse information, model scenarios, and present data clearly. These are high-value skills that directly support academic achievement across subjects such as maths, science, business, and computing. Understanding formulas, functions, and data structures boosts logical thinking and prepares students for qualifications that require data handling and real-world problem solving.

Thrive

By mastering spreadsheet software, students gain practical skills that prepare them for future study, employment, and everyday decision-making. They learn to manage budgets, interpret trends, and use technology to improve efficiency—skills that support long-term independence and success. Confidence with spreadsheets ensures students are equipped not just to participate in the digital world, but to excel within it.

Composite: Audio creation
Year 7

We teach audio creation because sound is a powerful form of communication, creativity, and digital expression. In a world where podcasts, videos, voiceovers, music production, and digital storytelling are increasingly common, students need the skills to create, edit, and evaluate audio content confidently and responsibly. Learning audio creation helps students develop technical precision, creativity, teamwork, and an understanding of how sound shapes messages and emotions.
Our approach is grounded in the values of **Belong, Achieve, and Thrive**:

- **Belong:** Audio creation offers an accessible and inclusive creative outlet for all students. Whether they prefer speaking, music, sound effects, or collaborative production roles, learners can find a place where their voice and ideas are valued. The creative nature of audio work helps students feel part of a supportive digital community where everyone can contribute meaningfully.
- **Achieve:** Students quickly experience success as they record, edit, and produce audio projects with clear, tangible outcomes. These successes build confidence and develop essential digital skills—such as sequencing, layering, and refining content—that transfer across the curriculum. Mastering audio tools reinforces learners' belief that they can succeed in digital creativity and media.
- **Thrive:** Audio creation empowers students to express themselves, explore storytelling, and enhance their digital competence in ways that prepare them for a modern, media-rich world. They develop resilience through problem-solving, creativity through experimentation, and communication skills that extend beyond the classroom. These are abilities that support future study, careers, and confident participation in digital society.

Composite: Animation creation
Year 7

We teach animation creation because it blends art, storytelling, and technology—helping students communicate complex ideas in engaging, visual ways. Through animation, learners develop creativity, problem-solving, and technical skills as they plan narratives, design assets, sequence frames, integrate sound, and refine timing. Animation also strengthens cross-curricular learning, connecting computing, media, art, English, and design, while building transferable digital competencies valued in further study and modern careers.
Our approach is built on **Belong, Achieve, and Thrive**:

- **Belong:** Animation offers multiple entry points—storyboarding, character design, voice acting, editing, and production—so every learner can contribute according to their strengths and interests. Collaborative workflows and inclusive critique routines help students feel part of a creative community where all ideas are welcomed and valued.
- **Achieve:** Students see immediate, tangible results as their ideas come to life on screen. From simple flip-book sequences to layered digital animations, each step provides visible progress that builds confidence. Structured projects develop core skills—planning, iteration, timing, and attention to detail—while showing clear success criteria and outcomes.
- **Thrive:** Animation nurtures resilience, communication, and innovation. Learners practise feedback and refinement, manage projects from concept to final render, and develop the digital literacy to evaluate and create media responsibly. These capabilities prepare students to thrive in an increasingly visual, media-rich world—equipping them for future study, diverse creative industries, and confident participation in digital culture.

Composite: Video editing software
Year 7

Why do we deliver this?

We teach video editing because it is a powerful medium for storytelling, communication, and digital creativity. In a world where video is central to learning, media, marketing, and social platforms, students benefit from knowing how to plan, capture, edit, and publish high-quality content. Through video projects, learners develop technical accuracy, visual literacy, narrative structure, and collaboration skills—while also learning to evaluate media critically and act responsibly online.

Our approach is grounded in **Belong, Achieve, and Thrive**:

- **Belong:** Video editing offers multiple entry points—scriptwriting, filming, sound design, motion graphics, colour correction, and directing—so every learner can contribute according to their strengths and interests. Inclusive group roles and supportive critique routines foster a sense of community where all voices and perspectives are valued.
- **Achieve:** Students see tangible progress as rough clips become polished productions. Clear success criteria—such as purposeful sequencing, effective pacing, smooth transitions, and coherent audio—help learners experience early wins and build confidence. As skills grow, students take on more complex edits, strengthening problem-solving, organisation, and attention to detail.
- **Thrive:** By mastering video editing tools and workflows, students gain transferable skills—communication, project management, creativity, resilience, and digital citizenship. They learn to plan, iterate, and publish responsibly for real audiences, preparing them for future study and a media-rich world of work where visual communication and collaboration are essential.