

Subject	Develop creativity and knowledge in computer science, ICT and digital media.	Develop and apply analytical, problem solving, design and computational thinking	Understand how changes in Technology affect safety, including new ways on how to protect their online privacy and identity and report concerns.
Maths	N/A	Data analysis	N/A
English	Use visualisers within the classroom to model. Students use TEAMS to complete homework and aid revision.	N/A	N/A
Science	N/A	Analysis of practical work and results	N/A
Geography	Using GIS in researching secondary evidence for Paper 3		
Spanish	Use TEAMS and Seneca for homework.	Problem solving with language but not ICT based.	N/A
PSHCE	N/A	N/A	Online safety including privacy settings, risks of talking to others/making friends online. Dangers/signs of grooming. We encourage reporting to CEOP in all online risk lessons.
PE	Develop knowledge/ICT skills in Sport Studies and Dance by using laptops/computers. Use of visualiser in lessons	N/A	N/A
Dance	Develop knowledge/ICT skills by using laptops/computers. Use of visualiser in theory	N/A	N/A

	lessons. Use of iPads for recording and analysis purposes.		
Food Technology	Use of visualiser in lessons. Develop ICT skills through production of controlled assessment using laptops.	N/A	N/A
Psychology	Use of visualiser in lessons. Develop ICT skills through production of controlled assessment using laptops.	NA	NA
Sociology	Use of visualiser in lesson	NA	NA
HSC	Develop ICT skills through production of coursework using laptops. Use of visualiser.	NA	NA
Childcare	D Develop ICT skills through production of coursework using laptops. Use of visualiser	NA	NA
Music	Using a DAW – Digital Audio Workstation- (eg: Bandlab) to create music. All year groups	N/A	N/A
Art	KS3 - some digital pattern artwork created using PowerPoint. KS4 - research and investigatory work, lens-based media and USB devices used for downloading, storing, editing and printing.	N/A	N/A
Digital Photography	KS4 - research and investigatory work, lens-based media and USB devices used for downloading, storing, editing and printing.	N/A	N/A

Design Technology	Students use Computer Aided Design (CAD) to develop ideas; prepare designs for CAM (Laser cutter); visualise prototypes. ICT skills are used when researching during KS3 project work.		
Engineering	Students use CAD as part of developing a paper-based idea to produce a prototype that meets a design brief. ICT skills are developed when completing controlled assessment by presenting their work using PowerPoint.		
Health & Social Care	Students use ICT to complete coursework tasks and for research. Modelling takes place under the visualiser.		Students cover the Care Act and GDPR legislation highlighting the importance of protecting own and other's personal information when working in the care profession. This includes on line safety too.