Careers, Employability and Enterprise Audit across the Curriculum

Curriculum area Computer Science / Information Technology   **Staff:**   **FHB /MPY**   **Date Friday 28th February 2020**

Year group	How does your subject contribute to the Careers, Employability and Enterprise curriculum?	What are the activities used?	Developing yourself through careers, employability and enterprise education	Learning about careers and the world of work	Developing your career management, employability and enterprise skills
7	**Entry level** computer science / information technology Introduction to an understanding and skills to use technologies to select data, manipulate, store, analyse and present it as information, and follow a project life cycle to structure how it's done. **KS3** children will be expected to develop and refine their ICT skills.	Understanding of IT within the workplace (in conjunction with Business & Enterprise) Problem solving games Presentation skills Teamwork Leadership PSHE Enterprise PSHE Careers week	1,2,3	1,2,3,4,6,7,8,	10,12,14,15,16, 17
8	**KS3 IT / Computer science -** Learning is in line with the current National Curriculum for Computer Science and preparing students to study Computer Science or Information Technology at GCSE and beyond.	Group interviews with employees Problem solving games Presentation skills Teamwork Leadership	1,2,3	1,2,3,4,6,7,8,	10,12,14,15,16, 17

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	Beginning of focus on the basics of computer science, principles of information and computation, using information technology to create own programs and system	PSHE Enterprise

PSHE Careers week | | | |
| 9 | **KS3 IT**

Students must understand the different methods of collecting data and information and how IT can be used to support these activities. They must understand the advantages and disadvantages of each method and be able to select the appropriate collection method for different contexts, justifying their choice.

KS3 Computer Science -

Further development of computer science, learning the principles of information and computation, how digital systems work, and how to use information technology to create their own programs and system. | Group interviews with employees

Problem solving games

Presentation skills

Teamwork

Leadership

Projects to designed / inspire students to have confidence in transferring their IT skills and gaining new skills, knowledge and to explore opportunities.

PSHE Enterprise

PSHE Careers week | 1,2,3, | 4,6,7,8 | 10,12,14,15,16, 17 |

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November 2016

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10	**GCSE Computer Science** To continue to learn about critical thinking, analysis and problem solving and further develop these skills alongside preparation for computer-related career. **Cambridge National in IT** – Students looking to continue in IT can progress to careers in IT applications, Level 3 course in ICT.	All students will be required to know how to use Phyton and other accessible web design software. PSHE Enterprise PSHE Careers week Year 10 Work experience School trip to technology companies, graphic design and gaming industry - Google and Facebook University open days with career prospects in IT and Computer Science	1,2,3, ,	4,6,7,8	10,12,13,14,15, 17
11	**Computer Science** - What types of computer science jobs there are. The pathways into computer science via college, sixth form, apprenticeships, and university.	PSHE Enterprise PSHE Careers week	1,2,3	4,6,7,8	10,12,14,15,17

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	Further development into the fundamentals of algorithms and computer systems Careers within these sectors and links to other industries that are all related to computer science and Information Technology Skills acquired: research, interpretation of data, analysis, and presentation. **Cambridge National in IT** – Provide an excellent foundation for progression to BTEC / Cambridge Technical and other Level 3 vocational qualifications as well as A Levels and apprenticeships within the IT / Computer Science industry STEM skills with be evident especially within the analysis linked to Maths	University careers fair to understand the opportunities presented in computing and technology			
Post 16	**A Level Computer Science or Cambridge Technical in IT** Differentiation and understand the difference in Computer Science and Information Technology which are	Key speaker from Intellect, Micorsoft and Google KS5 Maths in the City - How do you use Maths in the work place.	1,2,3	4,6,7,8	10,12,13,14,15,16, 17

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November 2016

	complementary, but they are not the same. Students post 16 will start to look at the different career paths available and knowledge required to move forward. Computer Science revists and develops skills to be an effective author of computational tools (i.e. software), IT students are taught how to use the tools developed by computer scientist. Post 16 computer science will understand computational terms and study, design, and implement computer system Post 16 IT students will understand the application of computer systems to solve real-world problems, identification of business needs, the specification and installation of hardware and software, and the evaluation of usability. Development of both analytical, evaluative, research and report writing.	Barclays Skills - Building confidence and networking TBC London Skills - Apprenticeship Apprenticeship Conference Mentoring sessions Technical briefings on technologies and methodologies used in the employer's environment Careers briefings to give an in-depth knowledge of career opportunities Year 12 Work Experience			

	All skills will be transferable to further education and work.				
	Students in both subjects will constantly look at the labour markets and the different types of jobs available, skills required through wider reading and case studies.				
	Students will also review the corporate world and how the control of multination companies can affect growth of technology.				
	STEM skills with be evident especially within the analysis linked to Maths.				

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The framework presents learning outcome statements for students across seventeen important areas of careers, employability and enterprise learning. These statements show progression from Key Stage 2 through to post-16 education.

Three Core Elements of Careers, Employability and Enterprise:

Developing yourself through careers, employability and enterprise education	Learning about careers and the world of work	Developing your career management and employability skills
1. Self-awareness	4. Exploring careers and career development	10. Making the most of careers information, advice and guidance (CEIAG)
2. Self-determination	5. Investigating work and working life	11. Preparing for employability
3. Self-improvement as a learner	6. Understanding business and industry	12. Showing initiative and enterprise
	7. Investigating jobs and labour market information (LMI)	13. Developing personal financial capability
	8. Valuing equality, diversity and inclusion	14. Identifying choices and opportunities
	9. Learning about safe working practices and environments	15. Planning and deciding
		16. Handling applications and interviews
		17. Managing changes and transitions

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