Communication Faculty 2022/2023

Key Stage 2

Whole School Overview

The Communication faculty consists of the English and computing departments, as well as whole-school literacy provision. Each area has a specialist lead teacher, who oversees the teaching, learning and assessment within each subject. The subject specialists are supported by a key stage two link teacher who is responsible for the implementation in the primary years.

We know that before joining The Observatory School students may have gaps in their skills due to barriers to learning or time missed from education. The Communication Faculty's intent is that all students will be able to close these gaps through individually targeted classroom teaching; systematic, synthetic phonics; embedded ICT learning; participating in whole-school reading and spelling programmes; and specialist interventions, where necessary.

The communication faculty works closely with all of the other faculties in the school. This ensures that data is available about individuals' reading, writing, and speaking and listening levels. The data provided by the communication faculty will inform all teaching and learning, across the school, to ensure the curriculum is accessible to all learners. Additionally, literacy and digital literacy skills are embedded into all subjects, so that students have plenty of opportunities to practice them in context.

While studying English and computing, students will improve their communication skills, such as: being able to express themselves convincingly; reading confidently; being able to navigate the digital world safely; developing the skills to use a computer effectively; and choosing their language to fit the context in speech and writing.

In Year 10 students will be placed into an academic or vocational pathway, which enables them to be working at the right level for their skills and knowledge. All departments within the faculty offer students the opportunity to achieve a range of formal qualifications, at the right level for their abilities and future aspirations.

Qualifications

English	Computing
Functional Skills English: Level 1 and Level 2	International Computer Driving Licence (ICDL)
AQA GCSE English Literature	GCSE Computer Science
AQA GCSE English Language	

Key Stage 2 English Curriculum Map

Our primary aim is to increase our pupils' confidence, enjoyment and ability in reading, writing and communication. We ensure that we provide all pupils with depth, breadth and ambition in their learning – ensuring that our curriculum is well sequenced and building on knowledge and skills gained as children progress through school. We promote a love of reading and writing whereby pupils want to read and write spontaneously with enjoyment. We strive for our pupils to develop a passion for English to aid them in later life and to enable them to become lifelong learners.

Key Stage 2

	Autumn		Spring		Summer	
Year 6	**Text - Leaf by Sandra Dieckmann** **Writing** 1. Character description 2. Outsider Narrative 3. Information Text **Grammar:** Adverbial openers Expanded noun phrases Relative clauses Speech - reported Colons to introduce a list Bullet points Paragraphs	**Text - Henry's Freedom Box by Ellen Levine** **Writing** 1. Diary 2. Biography 3. Winter poetry **Grammar:** Dashes: additional information, parentheses and explanation First Person Past Tense Rhetorical questions Varying parenthesis Relative clauses	**The Errand by Leo LaFleur** **Writing** 1. Setting description 2. Cliffhanger narrative 3. Instruction Manual **Grammar:** Semi-colons Adverbs/adverbial phrases Maintain present tense Passive voice Imperative sentences Modal verbs	**Hansel and Gretel by Neil Gaiman** **Writing** 1. Dual Narrative 2. Persuasive Letter **Grammar:** Third person Effective verbs and adverbs Alliteration Expanded noun phrases Prepositional phrases Subjunctive Persuasive/deceptive language	**Shackleton's Journey by William Grill** **Writing** 1. Endurance Narrative 2. Magazine Article **Grammar:** First person Figurative language Adverbial phrases Direct speech Titles/subtitles Varying punctuation for effect	**Shackleton's Journey by William Grill** **Writing** 3. Endurance Narrative 4. Magazine Article **Grammar:** First person Figurative language Adverbial phrases Direct speech Titles/subtitles Varying punctuation for effect

Key Stage 2 Computing Curriculum Map

In Key Stage 2, pupils will build on these skills and extend their mastery of computers, as both user and creator. The computing curriculum aims to make pupils computationally aware, teaching them concepts (how to predict and analyse results, how to break a problem down into parts, how to spot and use similarities and how to evaluate) and approaches to help them problem-solve.

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Key Stage 2					
	Pupils should be taught to: ● design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts ● use sequence, selection, and repetition in programs; work with variables and various forms of input and output ● use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs ● understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration ● use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content ● select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information ● use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.					
Daley	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes