

Computer Science Curricular/Extra Curricular Enrichment Programme

2023-2024

The curricular enrichment programme at All Hallows Catholic College is designed to complement the academic curriculum, ignite a spark, encourage students to try something new and extend their aspirations and interests beyond the classroom. These opportunities help form students spiritually, socially and emotionally so they can grow in maturity and self-confidence.

Termly Activities	Activity	Target Group	Student Development	Student Take up
Term 1	The CyberFirst Girls' Competition	Year 8	The CyberFirst Girls' Competition provides a fun but challenging environment to inspire the next generation of young women to consider a career in cyber security. Aim to develop a further interest in cyber security and IT careers.	10
	Girls Only Cyber Security Trip	Year 9	Aim to develop a further interest in cyber security and IT careers.	30
	European Coding Competition	Years 10 to 13	Compete in coding challenges against 1000+ teams from around the worlds.	60 + (open to non GCSE also)
Term 2	BAFTA Young Games designer competition	All year groups	Young Game Designers is an initiative by BAFTA that inspires and supports young people to create, develop and present their new game idea to the world. Aim is to create a design for a new game or to create a new game which could be made.	Open to whole school

	AstroPi Competition	All year groups	Create a computer program to be run on the International Space Station. Write a message to be read out by Astronauts.	20
Term 3	Hour of Code	All year groups	Students in 180+ countries have joined together in 50+ languages for the Hour of Code! Aim is to complete as many activities as possible this term.	TBC
Weekly Activities				
When? Where?				
After school each Monday F11 3:15 to 4:15	GCSE revision	Years 11	Students revising GCSE topics on a rota of theory on Red week and programming practice on Blue week.	5-10 typically
F11 breaktimes when available	A-level drop-in	Year 12 & 13	Students working on theory or coding	Up to 20 students
F10 Red Wednesdays 12.35 to 1.10	Girls Only Computing Club	Year 7 & 8	Coding challenges and cybersecurity competitions.	15
F11 Blue Thursdays 1.35 to 2.10.	DofE Drop in sessions	Year 9, 10 & 12	Work on DofE skills, preparation for expeditions and other program tasks.	10
After school on Red Wednesdays in F11	Key Stage 4 Coding	Years 10-11	Students working on improving their coding for GCSE applications (Python, C#) and will be set challenges	10-20 typically
Red Thursdays in F11, Blue Thursdays in F10. 3.13 to 4.00.	Minecraft Club iDEA	Year 7+	Students collaborate via Minecraft Worlds.	10-20
Run online on various dates throughout the year.	GCSE and A Level Computer Science webinars	Year 10/11/12/13	Livestream events are for students who would like an in-depth knowledge of concepts studied at GCSE and above. Each session gives a chance to try out the materials available from Isaac Computer Science. All guest presenters are experienced GCSE and A level teachers.	TBC

			Aim to further enhance knowledge of challenging topics on the course.	
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