Aspect to consider	KS3	KS4
Democracy	• Y7 students write blog posts to share their learning of the lesson. Students are able to negotiate the topic of their blog. • Y8 students are able to negotiate what images they can use to edit in their digital imaging unit. • Y9 students consider which images and products they will use in order to advertise a new business.	• Computer Science students complete a range of programming challenges where they can choose to create a program of their choice. • IT coursework requires constant peer communication as evidence towards their portfolio. • Creative Media students are given the opportunity to opt for their units of study.
The Rule of Law	• In Year 7 students collect images from the internet to create a website. Students will be briefly introduced to copyright and how to stay within the law when using the internet. • In year 8 students complete a project where they explore the use of images. Students investigate the legislation linked to digital images including Copyright. • In year 9 students complete a project where they create their own Media product. Students will consider the role of the Media and how the law provides for the effective monitoring of different organisations within the context of freedom of speech.	• Computer Science students must be aware of the main types of legislation. Including the Computer Misuse act, Data protection and Privacy. • IT Students learn about the advantages and implications of Data protection act and the laws relating to Cyber security. • Creative Media students must consider any appropriate legislation when completing their coursework. This includes but is not limited to Copyright, Designs and patents act, Trademarks and patents.
Individual Liberty	• In Y7 students are given the responsibility of making several decisions throughout the three projects. Students can select a topic of their choice to create a website. Students are also given the opportunity to design and	• In ICT and Computer Science courses students' complete units which explore how to stay safe online. • In Creative Media students are given the choice of which product they wish to create.

	create a game of their choice, e.g. racing, adventure, capture an item e.c.t. • In Y8 students complete an image editing unit where they are able to choose the topic of their portfolio and the images they would like to edit. In the wearable technology unit students must consider what type of wearable device they would like to design. They then create animations of their choice using different pieces of software. • In Y9 students will complete an Enterprise unit where they will consider the most suitable products to sell as part of a healthy food stall and design their own marketing materials. They will also complete a computer hardware unit where they will have the opportunity to reflect on, for example, how computers can sometimes perform better and support users with the use of computer systems and make decisions regarding the best devices to use. Finally, students will complete a computer programming unit where they explore the impact on society of having a computer-based solution and are able to choose the best way to approach the problem.	• In Computer Science students are given the opportunity to create a number of programs using a text-based programming language. Students are required to make decisions regarding the best approach to solve these problems.
Mutual Respect	• All KS3 projects encourage positive peer assessment and discussion to provide opportunities for improvement. Group work encourages students to respect each other's opinion and ideas.	• Computer Science students are encouraged to work together to solve programming problems. Students are encouraged to share code and debug together. • IT students are encouraged

		to engage in open and fair discussions about accessibility to digital devices. • Creative Media students must use devices together to create a number of their own Media products.
Tolerance of those of Different Faiths and Beliefs	• In all KS3 projects open and fair discussions are encouraged and based on opinions and beliefs of digital communication. • In year 9 students complete a project where they create their own Media products. Representations is a key topic, specifically looking at cultural identity with a focus on race and diversity, gender and socio-economic stereotypes.	• All KS4 subjects focus on the digital divide and the beliefs and opinions surrounding digital communication.