

Faculty and subject information - The Carlton Academy

Faculty	Social Sciences, Business and Computing
Department	Business and Computing
Head of Faculty/Department	Ruby Rana/Jodie Whitemore
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Overview of the Faculty / Department

Outcomes

The Business and Computing Department is part of the Social Sciences, Business and Computing Faculty. Outcomes for all students have continued to rise both across the academy and within our subject area. The team is focused on ensuring that we continue this very positive trend and continue to recruit more students into Key Stage 5 courses in our subject area. Further information on our achievements and progress can be provided to candidates who are invited for interview or by contacting the subject leader.

Facilities

We benefit from very well maintained and purpose built accommodation with high levels of access to ICT facilities. All classrooms are suited together to help provide an ethos of collaboration and support for all colleagues. The academy has continued to invest in our facilities and receives good levels of funding from the Redhill Trust to ensure we remain well-resourced and work in facilities that the staff and students can thrive within.

Curriculum

Key Stage 3

Students explore how business studies; computer science and IT are used in the ever-changing world in which we live. In doing so, developing skills in several applications including Office365 and coding using Python.

Key Stage 4

Edexcel GCSE Business Studies OCR GCSE Computer Science BTEC L1/L2 in Digital Information Technology

Key Stage 5

Pearson BTEC Level 3 National Extended Certificate in Business Pearson BTEC Level 3 National Extended Certificate in IT AQA A-Level Business Studies OCR A-Level Computer Science

Network and CPD offer

We benefit from and contribute to the wide CPD offer in the academy and also the Trust subject networks. Working in partnership with other subject leaders and teachers provides us with the opportunity to share expertise and ensure we are continually able to reflect and further improve all that we do to raise the achievement of students.

Enrichment





A range of supervised activities before, during and after school are on offer including a Coding and Robotics Club where pupils devote time to learning strategies and techniques that will enable them to quickly solve problems and code them up, as they prepare for the future of programming.

