**Computer Science Homework**

Building digital skills is an essential life skill, students need to be able to navigate and access a range of digital systems. The computer science approach to KS3 (Yar 7, 8 and 9) homework is to build these digital skills. Homework will be set on a range of digital platforms including but not limited to: Microsoft Teams Classrooms and Wayground. Homework is set to consolidate learning in the classroom and to enable students to revisit knowledge learnt in the classroom to new and novel problems. Teachers will use this homework to adapt teaching to best support learning in the classroom. At the end of each unit students will be asked to complete a worksheet to support the learning review for that topic.

GCSE homework is used to enhance students learning by practicing exam style questions, deepening understanding on theory topics and preparing for upcoming topics. There will be a range of homework set including on electronic platforms such as: Microsoft Teams and Senca. Students will also be given programming homework, to support students who do not have access to computers suitable for programming at home a dedicated Year 10 programming club will be provided after school.

Homework for GCSE students is adaptive and will be set according to the needs of the class group.