BCS Schools & Colleges Committee Strategic Plan 2024-2026

Aim

To articulate the vision, goals, and principles of computing education across the UK.

Vision

All young people in the UK should have access to a world class computing curriculum that provides progression pathways as citizens and into further study and employment.

Overarching goals

- To represent the subject of computing as taught in schools and colleges.
- To advocate for computing education to be accessible to all young people
- To help schools and teachers to understand what and how they should teach computing.
- To inform policymakers, supporting them to ask the right questions and to know what good practice looks like.

Workstreams

1. What computing do we teach at the post-16 level in the UK, and is it fit for purpose?
2. What should (and should not) be included in the teaching and learning of AI?
3. What can the UK learn from the teaching and learning of computing in other countries?

Ways of working

- We tackle some of the 'big questions' around the rationale for the teaching and learning of computing in schools by focusing on three or four topics at one time.
- Each topic is kept under consideration for a maximum of 18 months with concrete and achievable outcomes set
- Either separate 'task and finish' groups, or sub-groups of the S&CC, will work on a specific topic for 6-12 months, reporting back to the Committee.
- We are transparent about what we are working on, and use the BCS website and other channels to output our findings
- We consult the country-specific panels, who feed into topics that we are working on.