



Intent

We aim to prepare our children for a rapidly changing world through the use of technology across our federation. Our high-quality computing curriculum is designed to enable them to use computational thinking and creativity to further understand our world.

Our Computing scheme of work includes links across the curriculum subjects. At the core of our computing curriculum is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, we intend for our children to use information technology to create programs, systems and a range of content. We aim to ensure that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Implementation

Computing skills are taught both discretely and cross-curricular, supporting other areas of learning across the school. In Reception and Key Stage 1, children are taught to use equipment and software confidently and purposefully, to communicate and handle information and to support their problem solving, recording and expressive skills. In Key Stage 2, our children extend their use of computing that they use for communication, investigation and programming and work to understand how to communicate safely. Our planned curriculum for Computing embeds online safety, covering a range of issues including understanding current issues such as 'fake news' and 'body image'.

Impact

- ✓ Computing has now become a recognised subject at our school. Our children are gaining the confidence and basic skills; using a wide range of hardware and software, and are diligent learners who value online safety and respect when communicating with one another.
- ✓ Our 'Digital Leaders' are prominent and proficient. These children are responsible for supporting staff and children in delivering effective Computing sessions. They will be further developed by completing the PurpleMash Digital Leaders Programme by the end of the school year.
- ✓ There were no reported online safety incidents in the past 18 months as a result of strong and consistent online safety procedures. If you were to walk into Computing lessons, you would see:
 - Confident users of technology who are able to work both independently (KS2) and collaboratively.
 - Computing hardware and software being utilised to enhance the learning outcomes of our children, across the curriculum. E.g. Reading Plus
 - Clear progression in technical skills.
 - A learning buzz as children engage in PurpleMash activities and preparing presentations for collective worship.
 - Confident and supportive Digital Leaders who are able to assist children and staff during Computing sessions.