



Computing

We deliver high-quality computing education to equip our students to use computational thinking and creativity to understand and change the world around them. Our pupils build their computing science skills in weekly lessons in our school 'Computing Suite'. Computing science involves teaching students how digital systems work and how to put this knowledge to use through programming.

At Brookfield, as well as the weekly Computing lesson, children regularly use technology as a tool for learning across the curriculum, each class having access to an interactive whiteboard, desktop computers and iPads, which allow the children to use computing across the curriculum and allow a variety of media to be used for teaching and learning purposes. The regular use of Google Drive and online research ensures our students are becoming digitally literate. A wide variety of software is available that is both challenging and motivating, providing children with the opportunity to learn data storage, retrieval and editing, develop keyboard, word processing, database, presentation and publishing skills, design and create digital art and learn computer programming skills. Computers provide opportunities for further mathematical experiences and a variety of problem-solving situations.

Digital literacy involves children being able to use, express themselves and develop their ideas through information and communication technology. We educate our pupils to make the most of the internet by making smart and safe decisions. E-Safety is something that is regularly taught and enforced through our Computing and PSHE lessons, as well as whole school assemblies.