



## COMPUTING CURRICULUM

### INTENT

Our computing curriculum strives to ensure that children leave with a rich knowledge on how to be e-safe and e-confident users of technology. Our dynamic, creative computing curriculum inspires children to become competent users of technology, capable of harnessing its power for learning, communication, and creative expression. As children progress through the curriculum, they build on knowledge about computer science and how digital systems work. They enhance their digital literacy, demonstrating their ability to use technology in a responsible and secure manner. This creates expert users of information technology. The curriculum creates confident and responsible digital citizens both in and out of school.

### IMPLEMENTATION

We use a range of materials and methods to teach the children: this can range from class discussions to experimenting with software or apps. We ensure that the children are made aware of the key concepts and skills that are pivotal to Computing and thus their understanding in secondary school.

We link online safety with PSHE helps us to reinforce to the children how to be safe online when not at school. We use a range of different software and hardware so that the children get a rich knowledge and understanding of the key skills and concepts of the computing curriculum.

### IMPACT

We try and ensure that children are equipped with a good grasp of the computing skills that they will need in a future world where technology plays an increasingly important role in our everyday lives and will be essential in almost every possible area of future employment. What children say about their learning will also be a good measure of their success in learning from the computing curriculum. We also expect all children to be able to demonstrate a very sound understanding of how to keep themselves and others safe online through what they say and what they do.

### CULTURAL CAPITAL

We use social media channels to keep families up to date with events in school and reaching the audience of the wider community. We also use Google Classroom as an online tool for the children to use both at home and at school. This allows us to continue learning in the event of school closures.

Through Computing, PSHE and events such as Safer Internet Day and Anti-Bullying Week, we also ensure that children know the importance of using technology safely and respectfully, becoming safer digital citizens. This will leave them prepared for the possible pitfalls of an increasingly connected world, but excited by the infinite opportunities it has to offer.

Computing clubs have been set up in school to support children in their use of technology appropriately and enhance skills taught in our curriculum lessons. children will be challenged (where appropriate) to use their computing skills in other areas of the curriculum.

### KNOWLEDGE & SKILLS

Three main aspects to the computing curriculum:

- **Computer Science:** Children are taught the principles of information and computation; how digital systems work and apply this knowledge through programming.
- **Information technology:** children use IT to create programs, systems and a range of content e.g. animation, digital art, data handling, web design.
- **Digital Literacy:** children are able to use, express and develop their ideas through, information and communication technology.

While there are three main aspects to the computing curriculum, there is the 'golden thread' of computational thinking which underpins computer literacy. In order to develop as computational thinkers, children engage with computational concepts and approaches.

### ASSESSMENT

Assessment takes place in many forms in computing:

- Learning starts with the children's prior knowledge and any misconceptions they may have. Units of work are then personalised to the children.
- Interviewing the children about their learning (pupil voice).
- Moderation staff meetings where pupil's work is scrutinised and there is the opportunity for a dialogue between teachers to understand their class's work.
- Annual reporting of standards via the end of year report.
- Children will keep a record of their learning electronically.