

Subject Overview: Computing

Intent

We aim to:

Provide an ambitious, rigorous and progressive computing curriculum that encourages pupils' curiosity to understand how to thrive in a technological world.

Deliver a curriculum that promotes connected learning and supports pupils to develop a coherent knowledge and understanding of technology. Develop safe, responsible and discerning users of technology who are competent digital citizens.

Provide a computing curriculum that helps pupils formulate an understanding of appropriate behaviours when online and become digitally competent in preparation for their futures.

Provide the skills, knowledge and confidence to access and use new technologies into their futures.

The primary curriculum follows the digital framework areas of:

- Digital literacy skills
- Technological skills
- Digital Citizenship skills

These strands are progressive from the Foundation Stage through to Key Stage 2 and ensure that all attainment targets are firmly met by the end of each primary stage. Our Digital Framework goes beyond the National Curriculum Programme of Study for Computing in order to support pupils technological understanding in preparation for their futures.

Implementation



Excite



Explore



Excel/
Assessment



Themes



Focus
Days



Safeguarding
curriculum



Writing



Reading



Essential
Skills



Sequence



Essential
Vocabulary



Essential
Concepts



Critical
Thinking



Essential
Knowledge



Connections



People, Place,
Time



Wellbeing



Family
Learning

Intended Impact:

Pupils know and understand the purpose of studying computing and are excited by the subject.

They are curious, confident learners capable of using new and existing technologies within and beyond our school.

Pupils are outstanding digital citizens who have a robust understanding of how to keep themselves safe whilst using a range of technologies.

They are fully aware of the digital footprints they create when using technologies and they appreciate the importance of balancing screen time with other activities as part of a healthy lifestyle.

Pupils have excellent technological knowledge and skills and are equipped to continue to develop their knowledge and skills during the next phase of their computing education.

Pupils produce outcomes that demonstrate an understanding of how they have become critical thinkers and being able to demonstrate their creativity and ideas using technology. This creativity may be shown through individual pieces or through collaboration with peers.