



Computing

"We can do things that we never could before, building tiny little worlds, and computers make that world even more believable."



Intent - we aim to ...

- Nick Park.

... model and educate our pupils' on how to use technology that reflects our school rules; being safe, responsible and respectful whilst promoting **excited learners**.

... deploy teaching strategies that promotes **resilience**, independence, critical thinking, good communication skills and problem solving strategies.

... provide a broad and balanced curriculum to ensure that pupils become **knowledgeable** and digital-literate; they can develop their ideas through, information and communication technology.

... equip pupils with the capability to use technology throughout their lives. They apply their learning in a range of contexts, to become responsible and to become **global citizens** in a computing world.



Implementation - how do we achieve our aims?

To ensure high standards of teaching and learning in computing, we implement a curriculum that is progressive throughout the whole school. We use and follow the Purple Mash scheme of work from Year 1-6, ensuring consistency and progression throughout the school.

In EYFS children learn about communication and language, PSED, physical development, Literacy, Mathematics, Understanding the world and Expressive arts and design. They use a range of unplugged activities in their play and free flow as well. Mini mash is used to accompany planning and ideas.



Implementation - continued

In key stage one children learn about algorithms, creating and debugging simple programs. They use technology purposefully to create, organise and manipulate digital content. They recognise common uses of information technology beyond school. They learn how to use technology safely and respectfully and know where to go for support when they have concerns about content.

In key stage two children learn to design, write and debug programs that accomplish specific goals. They learn to work with programs that allow them to work with variables and various forms of input and output. They will explain how simple algorithms work and detect errors. They will use search technologies effectively and use it effectively and safely.

Children study a range of topics in their computing lessons. Children learn to code, to connect, communicate and collect.

We teach the National Curriculum, supported by a clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children.



Impact - how will we know we have achieved our aims?

Children will be equipped with **computing knowledge** and skills and will have an excellent knowledge of different aspects of computing.

Children will **enjoy** learning about computing and will become independent learners who have the knowledge and skills to develop further.

Children will be **curious** and **knowledgeable** about computing.

Children will learn to use a range of skills within computing which allow them to connect, collect, communicate and code.

Children will be **excited** learners that wish to continue their lifelong learning journey in a digital world.

Children will become ambitious individuals who have a thirst for learning