

COMPUTING



OUR INTENT

Our intention is to provide an accessible, challenging curriculum which gives our children the skills they need in order to succeed in computing, as well as equipping children with computational thinking and creativity that will enable our children to safely become active participants in the digital world.

These skills will enable the children to problem solve, debug programmes and understand how computers and computer systems play a vital role in everyday life. There is a clear progression from Early Years through to Year 6 and the children build on previous skills, both through units and year groups to allow the children to be successful. Each year group will have sufficient knowledge of how to stay safe online and understand how this applies to them both at school and at home.

IMPLEMENTATION

We use Kapow for our planning and resources. Units are taught within a six week block which is carried out across select terms. Children are given opportunities to explore the different stems of computing, including understanding of computer systems and networks, programming, creating media and exploring data and information.

IMPACT

Children in computing lessons will be able to use appropriate vocabulary and will use computers to be successful against their learning objective. They will use debugging skills and resilience to test their ideas and will understand where they went wrong and be confident when explaining their mistakes and fixing them.