Computing Intent Statement

Intent

The intent of our computing curriculum is to prepare our pupils for life in the twenty-first century by teaching them to use technology safely, responsibly, confidentially, skilfully, and efficiently. We want to ensure that our pupils are equipped with the knowledge of how to keep themselves and other safe whilst accessing the internet and how to identify risks online. We intend to teach our pupils to become digitally literal by developing their computing skills to utilise information technology by confidently inputting, editing, analysing, and presenting data and information. We want to inspire computer scientists of the future by teaching our children to become creative and resilient critical thinkers and problem solvers who can create, edit, and debug algorithms and programmes.

Experiences for pupils are:

- Inclusive

- Exciting

- Challenging

- Engaging

- Real and experiential

- Relevant to their context

- Influenced by pupils

- Progressive

• Values-led

• Safe

The curriculum is designed to include:

• A clearly articulated learning journey with a purposeful outcome

• An engaging stimulant for learning

• Opportunities for pupils to contribute to planning the learning journey

• Real experiences

• Application of basic skills

• Cross-curricular links where they add value.

Implementation

Our computing lessons are categorised into five key areas. They are:

- Computing systems and networks; Identifying hardware and using software, while exploring how computers communicate and connect to one another.
- Programming; Understanding that a computer operates on algorithms, and learning how to write, adapt and debug code to instruct a computer to perform set tasks.

- Creating Media; Learning how to use various devices — record, capture and edit content such as videos, music, pictures and photographs.
- Data Handling; Ensuring that information is collected, recorded, stored, presented and analysed in a manner that is useful and can help to solve problems.
- Online Safety; Understanding the benefits and risks of being online — how to remain safe, keep personal information secure and recognising when to seek help in difficult situations.

Impact

The following outcomes are used to measure the impact of our curriculum:

- Be critical thinkers and able to understand how to make informed and appropriate digital choices in the future.
- Understand the importance that computing will have going forward in both their educational and working life in their social and personal futures.
- Understand how to balance time spent on technology and time spent away from it in a healthy and appropriate manner.
- Understands that technology helps to showcase their ideas and creativity. They will know that different types of software and hardware can help them achieve a broad variety of artistic and practical aims.
- Show a clear progression of technical skills across all areas of the National curriculum – computer science, information technology and digital literacy.
- Be able to use technology both individually and as part of a collaborative team.
- Be aware of online safety issues and protocols and be able to deal with any problems in a responsible and appropriate manner.
- Have an awareness of developments in technology and have an idea of how current technologies work and relate to one another.

- Meet the end of key stage expectations outlined in the National curriculum for Computing.