Computing Intent, Implementation and Impact Statement

Intent

Our Computing curriculum explores a broad range of topics and skills to ensure the aims of the National Curriculum are covered and children are exposed to a range of programs and applications. The content allows for a broad, deep understanding of computing and how it links to children's lives. It offers a range of opportunities for consolidation, challenge and variety. This allows children to apply the fundamental principles and concepts of computer science. They develop analytical problem-solving skills and learn to evaluate and apply information technology. It also enables them to become responsible, competent, confident and creative users of information technology. The curriculum is carefully designed to build upon prior learning in a progressive fashion.

Implementation

Each lesson ensures children have to use a range of continually progressing skills and puts problem solving, analysis and presentation as the hook. Through the sequence of lessons, we intend to inspire pupils to develop a love of the digital world and see its place in their future. Cross-curricular links are also important in supporting other areas of learning. Lesson plans and resources help children to build on prior knowledge at the same time as introducing new skills and challenges. Computer science lessons focus on algorithms, programming and coding but in a more complex way then previously and for a range of different purposes. Children also develop their knowledge of computer networks, internet services and the safe and purposeful use of the internet and technology. Data Handling is featured more heavily in UKS2. Skills learnt through LKS2 are used to support digital literacy and data presentation. Staff feel confident in the progression of skills and knowledge and that outcomes have been met. Keywords show the progression of specific language involved in children's learning so that teachers can also assess understanding and progress through vocabulary. There is a specific sequence of lessons for each year group, offering structure and narrative. These are not to be used exclusively but will support teachers' planning, allowing them to follow line of enquiry given by children and topics studied. There is also a rigorous and broad e-safety curriculum that ensures all students are prepared for and know how to deal with a range of e-safety matters including web-etiquette, digital footprints and forms of digital communication.

Impact

Learning in computing will be enjoyed across the school and its many benefits analysed and explored. Teachers will have high expectations and quality evidence will be presented in a variety of forms. Children will use digital and technological vocabulary accurately, alongside a progression in their technical skills. They will be confident using a range of hardware and software and will produce high-quality, purposeful work. Children will see the digital world as part of their world, extending beyond school, and understand that they have choices to make. They will be confident and respectful digital citizens going on to lead happy and healthy digital lives.