

# Computing

## Intent



Our Computing curriculum supports children in becoming confident, responsible and safe participants in an increasingly digital world. It fosters computational thinking and creativity, enabling them to better understand and engage with our ever-evolving society. We follow the Kapow scheme to deliver our Computing curriculum.

We aim for pupils to develop a broad range of computing skills that empower them to use the internet and the World Wide Web safely and respectfully, while also equipping them with essential life skills for future learning and everyday life. Pupils learn the importance of online safety, the precautions they must take, and where to seek support if they need help.

## Implementation

### Sequencing and Progression

- Online safety is embedded and revisited regularly within computing lessons and across other curriculum subjects.
- Pupils build on prior knowledge while learning new aspects of staying safe online as they explore the digital world both in school and at home.
- Four key strands of computing are taught: Programming, Computing Systems and Networks, Data Handling, and Creating Media.
- Programming is taught in every year group supporting computational thinking and problem-solving skills.
- Units are sequenced across year groups so learning builds progressively, allowing opportunities for retrieval and the continued development of skills.
- Teachers use the scheme of work to structure units into individual lessons that lead to an outcome, enabling pupils to apply and showcase their learning.

### Assessment and Feedback

- Throughout each unit of Computing, teachers monitor learning, and address misconceptions through a variety of both formative and summative assessment opportunities; assessing pupils against the learning objectives and any relevant computing skills.
- Opportunities for children to communicate using computing vocabulary will also form part of the assessment process in each unit.
- Due to the progression of units and lessons, teachers are able to create opportunities for both recall and development of knowledge. These will be in the form of both questioning and task-based assessments.

## The Living Curriculum

Each year, Safer Internet Day is celebrated across the school, through various activities.

iPads and laptops are used across the curriculum to support learning, which in turn allows students to practice and develop their computational skills.

Children are encouraged to use technology in various ways to support and enrich their learning as well as in open-ended, creative ways. In this way, they apply their skills in various contexts and have the chance to develop both their skills and enjoyment for computing.

## Impact

Pupils leave school with the essential skills and knowledge needed to succeed in further Computing education and to support their future learning. They will be equipped with the tools to explore the digital world confidently, thoughtfully and critically, alongside a secure understanding of how to stay safe and act respectfully online.

## Useful Links

