Computing Curriculum Statement

Amended

November 2018	April 2021	June 2024
March 2019	September 2022	June 2025
November 2019	September 2023	

Striving for excellence, caring for all
Within a loving and caring Christian environment.

'Computing Technology is so built into our lives that it is part of the surround of every artist.'

Steven Levy

Why we believe computing is important

We believe a computing education equips pupils to use computational thinking and creativity to understand and change the world. We equip pupils to use information technology to create programs, systems, and a range of content safely. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active, productive, and creative participants in a digital world. We aim to encourage them to use technology safely and prepare them to be safe and effective digital citizens. By fostering these skills, we help children flourish and be the best they can be, nurturing their spiritual development as they explore the ethical implications of technology. As digitally literate individuals, they can become agents of change, using their knowledge and creativity to make a positive impact on the world.

Intent: We aim for our pupils to be:

- By the time children leave Year 6 we want them to be digitally literate pupils who are confident users of technology in the real world and in their later life
- Able to undertake a relevant, challenging and engaging computing curriculum
- Meet the requirements of the national curriculum programmes of study
- Able to use computing as a tool to develop and enhance other curriculum areas
- Able to adapt and respond to technological developments in society
- Able to use technology safely and responsibly
- Able to be logical, resilient and solve real-world problems

Implementation: How do we do this?

The current national curriculum documents says:

The national curriculum for computing aims to ensure that all pupils: can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation. Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems. Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems. Are responsible, competent, confident and creative users of information and communication technology.

- We provide a bespoke curriculum to ensure all pupils work towards the aims set out in this document and the requirements of the National Curriculum.
- Learning is supported through the use of iPads in all year groups.
- Learning is embedded in many areas of the curriculum with both cross-curricular and discrete lessons being taught
- By teaching children to predict the behaviour of, algorithms at a pupil appropriate level using the write, test and debug principle (See curriculum document)
- By ensuring all staff have regular and relevant CPD to allow them to be able to deliver our curriculum effectively
- By using information technology to enhance all areas of the curriculum whilst ensuring this is purposeful
- By providing an online-safety programme of study which is embedded into the computing and PSHE curriculum.
- By taking Pupils' concerns seriously and ensuring these are passed onto a member of the safeguarding team if appropriate. Workshops for children provided with experts from Lincolnshire Partnership for Children.
- By keeping staff up-to-date with the latest national and local issues regarding online-safety and safeguarding through annual online-safety training and sharing updates from Lincolnshire Partnership for Children.
- By communicating regularly with parents through a range of forms such as parent mail, newsletters, social media and information meetings

- By assessing progress at the end of each assessment point against the areas set out in the national curriculum resulting in the development of sustainable knowledge and skills. This information is evaluated and used to develop teaching and learning

Impact

- Pupils are making the best possible outcomes and progress
- Children become digitally literate
- Pupil voice shows overwhelmingly positive responses
- Pupils demonstrate resilience and develop problem solving skills, using logical approaches
- All stakeholders know how to react to issues relating to online safety
- Children can transfer skills to other areas of the curriculum
- Staff feel confident in delivering the computing curriculum
- Computing is embedded in other areas of learning across the curriculum

This is monitored through:

- Books/Seesaw/planning monitoring
- Drop-ins led by the computing team
- Pupil voice
- Concept Inventories
- Analysis of data
- Discussions with staff
- Regular reviews of computing curriculum alongside computing consultant

Other relevant documents:

- Curriculum documents
- Teaching, Learning and Curriculum Policy
- National Online Safety Scheme
- National Online Safety Online Training for staff
- PSHE Curriculum
- Online-safety policy

As a RRS (Rights Respecting School – UNICEF) this upholds the following articles from the UNCRC (United Nations Convention on the Rights of the Child):
Article 29: Every child has the right to be the best they can.