



## Computing Curriculum Statement

### INTENT

Ready to achieve

Respectful

Safe

Happy and Healthy

Inspired to be the best we can be

Wodensfield  
Curriculum

INTENT

All pupils at Wodensfield Primary School have the right to rich, deep learning experiences that balance all the aspects of computing. Technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly, and safely. A high-quality computing education equips pupils to use creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems.

By the time they leave Wodensfield, children will have gained key knowledge and skills in the three main areas of the computing curriculum: computer science (programming and understanding how digital systems work), information technology (using computer systems to store, retrieve and send information) and digital literacy (evaluating digital content and using technology safely and respectfully). The objectives within each strand support the development of learning across the key stages, ensuring a solid grounding for future learning and beyond.

We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology (especially social media) to model positive use. The Computing Curriculum emphasizes the importance of responsible use of technology, including respect for intellectual property, privacy, and security. Children can learn about the laws and regulations that govern the use of technology, such as copyright law, data protection regulations, and online safety guidelines. We emphasize the importance of respectful behaviour and positive online interactions. Children can learn about the impact of their online behaviour on others, and how to communicate and collaborate effectively in digital environments.

At Wodensfield, we teach computing to all children, whatever their ability and individual needs. Computing forms part of the school curriculum policy to provide a broad and balanced education to all children. We strive hard to meet the needs of pupils with special educational needs, those with special gifts and talents and those learning English as an additional language; we take all reasonable steps to do this, including adult support, activities that support kinaesthetic, auditory, and visual learners and consider the interest level of the children.

We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

Computing is taught through the framework of the 2014 National Curriculum, supported by clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximize learning for all children.

To ensure children have the opportunity to develop a wide range of skills, experiences and competencies with technology, the curriculum has been broken down into key areas: networks, programming A and B, media, data and online safety. The outcomes by strand, and pupils' endpoints for each area, are outlined in our [computing curriculum progression overview](#)

A brief overview of our computing curriculum:

Year	Networks	Programming A	Programming B	Media	Data	Online safety
1	Technology around us	Beebots	Espresso - commands	Artist	Grouping data	Online relationships Online reputation Online bullying
2	Information Technology around us	Espresso – types of input	Espresso – buttons as controls	Designer	Pictograms	Health, well-being, and lifestyle Privacy and Security Self-image and identity
3	Connecting computers	Scratch - repetition	Scratch – conditions	Word processing skills	Branching databases	Managing information online Copyright and ownership
4	The internet	Kodu – selection and conditions	DT Kapow unit: Digital charm	Presenter/ broadcaster	Data logging	
5	Sharing information	Scratch – conditions within games	Scratch – variables and broadcasting	Film maker	Flat file databases	
6	Communication Ranking search engines	Espresso - HTML	DT Kapow: Navigating the world	3D design	Spreadsheets	

We have a computing suite with laptops and iPads to ensure that all year groups have the opportunity to use a range of devices and programs for many purposes across the wider curriculum. Each class is allocated time and resources for the teaching of computing every week and online safety lessons are also delivered as part of the PSHE curriculum.

The impact of our curriculum will be that the pupils make significant progress at all key stages. Acquiring the skills and knowledge identified for each topic within the subject area. Key skills and knowledge will be delivered to ensure clear progression from year to year, with the pupils using existing skills and acquiring new ones as they move on through school. This will result in each pupil being equipped with a breadth of knowledge and skills to successfully support their educational journey. Robust assessment for learning, and clear identification of pupil's particular talents, interest and curiosity will be nurtured to ensure personal motivations and ambitions are encouraged and fostered.