



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.

At Wodensfield Primary School, we teach a curriculum that enables children to become effective users of technology who can:

- Understand and apply the essential principles and concepts of Computer Science, including logic, algorithms and data representation;
- Analyse problems in computational term, and have repeated practical experience of writing computer programs in order to solve such problems;
- Evaluate and apply information technology analytically to solve problems;
- Communicate ideas well by utilising appliances and devices throughout all areas of the curriculum.

Wodensfield
Curriculum
IMPLEMENTATION

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: animator, artist, broadcaster, data handler, designer, film maker, musician, presenter, programmer, publisher and researcher. The outcomes by strand, and pupils' endpoints for each area, are outlined in our computing curriculum progression overview.+

We have a computing suite and a class set of 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. For example, children use information technology to handle data in maths; geography lessons are enhanced by using a range of multi-media maps: history and art involve research, enhancing the children's understanding of the internet and their ability to evaluate the usefulness and accuracy of information found there; DT to model ideas and present work digitally. This is in addition to the time specifically allocated to computing.

Wodensfield
Curriculum
IMPACT

We encourage our children to enjoy and value the curriculum we deliver. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well-being. Finding the right balance with technology is key to an effective education and a healthy lifestyle.

The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. We also look for evidence through reviewing pupil's knowledge and skills, and observing learning regularly.

Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes.