

Curriculum Statement for Computing



INTENT:

In our ever-changing digital world, we aim to provide all children with not only the skills to use the technology which exists today, but the life-long thinking skills and passion to continue to develop their love for computing through secondary school and beyond. At The Trentside Federation, we promote digital citizenship by modelling how social media should be used responsibly with a strong focus on creating a good digital footprint.

We deliver the computing National Curriculum objectives through the [teachcomputing.org](https://www.teachcomputing.org) Scheme of learning. By applying this programme, computing is organised into the three core strands: Computer Science, Digital Literacy and Information Technology. We support the children to fine tune their research and data gathering skills so that they can make a judgement on the validity and accuracy of the information they find. Through this approach we aim to give our pupils the life-skills that will enable them to use computational thinking and creativity to understand and change the world.

Internet safety and responsibly is a thread that runs through all computing lessons, teaching children vital life skills to that will keep them safe in the wider online community.

Through our spiral computing curriculum, we want to ensure every child leaves The Trentside Federation as a resilient problem solver with the knowledge, skills and understanding to be a responsible, competent user of information and communication technology.

IMPLEMENTATION:

At the Trentside Federation, computing is mapped out across the curriculum using the [teachcomputing.org](https://www.teachcomputing.org) scheme of work focusing on the objectives stated in the National Curriculum. This spiral curriculum builds upon skills each year.

Children in the Early Years will have access to a range of devices and programmable-controlled toys and resources so that they can explore simple technologies independently and use them in their learning and play.

Throughout Key Stage 1, children are taught to use technology purposefully to create, organise, store, manipulate and retrieve digital content.

In Key Stage 2, children select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplishes given goals. Children across school are encouraged to use technology (where appropriate) to support their learning in all subjects and to share their work on relevant platforms.

IMPACT:

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Our Computing Curriculum has been structured to demonstrate a progression of knowledge and skills and ensures that children can build on their understanding, as each new concept and skill is taught with opportunities for children to revisit skills and knowledge as they progress through school.

Children become digitally literate and are ready to confidently use technology at home and at school. We believe it is a skill that empowers, and one that all children should be aware of and develop competence in. Children who can think computationally are better able to create, understand and use computer-based technology, and so are better prepared for today's world and future.

We assess the children's application of computing skills through observation of their work on tasks, contribution to class discussion and peer discussions.

We measure the impact of our curriculum using learning walks and discussions with the children about their learning; which includes discussion of their thoughts, ideas, processing and evaluations of work.

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