Computing Curriculum Statement for Long Sutton C of E Primary School

Core Christian Values				
Love	Perseverance	Thankfulness	Hope	Compassion

Learning Muscles		
Collaboration	Resilience	Reflection

Curriculum Drivers						
Developing Independence	Oracy	Reading	Diversity	Aspiration	Community	Enquiry

Subject Drivers/principles		
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.	Information Technology - We intend to build a computing curriculum that prepares pupils to live safely in an increasingly digital British society where pupils can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.	Digital Literacy where children are responsible, competent, confident and creative users of information and communication technology.

Intent

It is our intention to enable children to find, explore, analyse, exchange and present information. We also focus on developing the skills necessary for children to be able to use information in a discriminating and effective way. We want children to know more, remember more and understand more in computing so that they leave primary school computer literate. Computing skills are a major factor in enabling children to be confident, creative and independent learners and it is our intention that children have every opportunity available to allow them to achieve this. We intend to build a computing curriculum that develops pupil's learning and results in the acquisition of knowledge of the world around them that ensures all pupils can understand and apply the fundamental principles and concepts of computing. We intent to give our children the knowledge and skills to keep themselves safe online now and in the future.

Implementation

A clear and effective, scheme of work based on Kapow Curriculum that provides coverage in line with the National Curriculum.	Teaching and learning facilitates progression across all key stages within the strands of computer Science, Information Technology and Digital Literacy	The scheme is divided in to five key areas: computing systems & Networks, programming, Creating Media, Data Handling, online safety. It is cyclical and these areas are revisited through KS1 & KS2, in increasing depth building on prior knowledge each time.	Children will have access to the hardware (computers, tablets, programmable equipment) and software that they need to develop knowledge and skills of digital systems and their applications	Children will have the opportunity to explore and respond to key issues such as digital communication, cyberbullying, online safety, security, plagiarism and social media.	Parents are informed when issues relating to online safety arise and further information/support is provided if required and also receive regular updates and information via the school Newsletter.

Impact

Children will be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school. Children will have a secure and comprehensive knowledge of the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving. Children will be able to apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems. Children will know how to keep themselves safe online and how or who to share concerns with.