# Computing

## Intent

In line with the 2014 National Curriculum for Computing, our aim is to provide a high-quality computing education which equips children to use computational thinking and creativity to understand and change the world. The three strands of the computing curriculum- computer science, information technology and digital literacy- will teach children key knowledge about how computers and computer systems work, and how they are designed and programmed. Learners will gain an understanding of computational systems of all kinds, whether or not they include computers. Children will also be able to use and express their ideas through the safe, efficient, and effective use of information and communication technology.
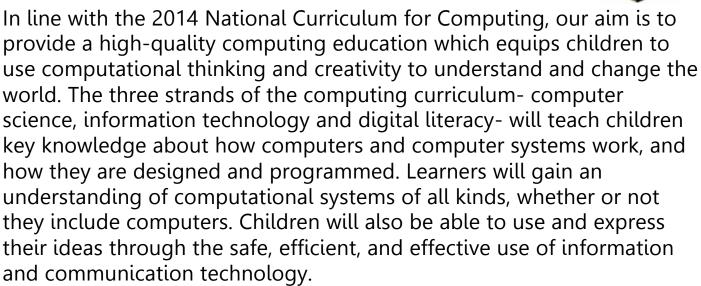
## Implementation

We use the Teach Computing Curriculum created by subject experts, based on the latest pedagogical research to provide an innovative progression framework where computing content (concepts, knowledge, skills and objectives) are organised to enable high quality teaching and learning outcomes. This rigorous and aspirational planning enables teachers to develop their subject knowledge and to deliver lessons which use the National Centre for Computing Education's computing taxonomy to ensure comprehensive coverage of the subject.

## Impact

Our approach to the curriculum results in a fun, engaging, and high-quality computing education. Children know how to be safe online and regularly visit aspects of online safety, not confining it to the curriculum coverage. Pupils use laptops and iPads. They will also have opportunities to use hardware designed for specific purposes, e.g. data loggers, floor robots, and microcontrollers. The progressive curriculum is carefully organised so that children revisit and consolidate key objectives. Ongoing assessment of children's learning is used to feed into teachers' future planning. This supports varied paces of learning and ensures all pupils make good progress.