

Computing Curriculum Statement

Subject Leaders - Rachel Hood, Lisa Murrell & Tom Wade



Intent

The use of Information and Communication Technology (ICT) is an integral part of the National Curriculum and is a key skill for everyday life. We aim for all pupils at Place Farm to gain 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). E-Safety is also a fundamental element of computing teaching and technology use and we aim for all children to have a clear understanding of how to keep themselves safe online.

Implementation

At Place Farm, the objectives within each area are built on across key stages to ensure a solid grounding for future learning and beyond.

All pupils have access to a range of devices and programmes to enhance their Computing education. Devices such as iPads, laptops, Bee Bots and computers are used regularly, as part of the wider curriculum as well as being used in discrete Computing lessons. Engaging in cross-curricular links support our children to make connections and remember the steps they have been taught. We use a variety of programmes within these devices, including; Scratch, Paint, Publisher, Word and Moviemaker to provide the pupils with a comprehensive understanding of technology.

To ensure that E-Safety is embedded within the staff and pupils at Place Farm we have a separate E-Safety policy, and E-Safety sessions take place regularly in each year group as part of both Computing and PSHE sessions.

Impact

Our approach to the curriculum results in a fun, engaging, and high-quality computing education. Children will leave Place Farm able to use technology confidently and apply it to accomplish a wide variety of goals. They will be able to do this safely, both at home and at school.