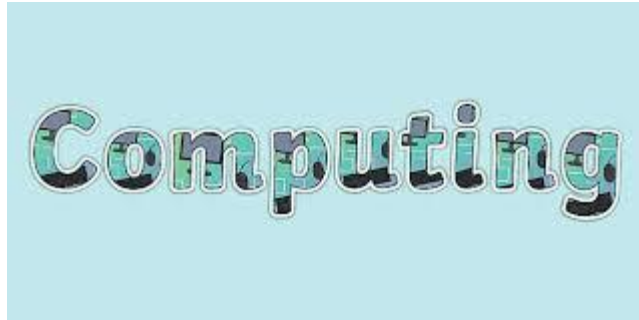Computing Curriculum Statement

At Exwick Heights Primary, Primary with believe that technology plays a significant role in society today. Children are taught the skills and the correct morals, values and ethics to participate effectively and safely in this digital world which can only be achieved through a broad and diverse Computing curriculum. At the core of our Computing curriculum children are introduces to a wide range of technology, including PCs, Chromebooks and interactive whiteboards, allowing them to continually practice and improve the skills they learn. This ensures they become digitally literate so that they are able to express themselves and develop their ideas through information and computer technology.

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 curriculum will teach children key knowledge about how computers and computer systems work, and how they are designed and programmed. Learners will have the opportunity to gain an understanding of computational systems of all kinds, whether or not they include computers.

By the time they leave Exwick Heights, 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.

Implementation

At Exwick Heights, computing is taught using a blocked curriculum approach. This ensures children are able to develop depth in their knowledge and skills over the duration of each of their computing topics. We have chromebooks and laptops available to each Year group to ensure that every child has the opportunity to use a range of devices and

programs for many purposes across the wider curriculum, as well as in discrete computing lessons. The implementation of the curriculum also ensures a balanced coverage of computer science, information technology and digital literacy. The children will have experiences of all three strands in each year group, but the subject knowledge imparted becomes increasingly specific and in depth, with more complex skills being taught, thus ensuring that learning is built upon. For example, children in Key Stage 1 learn what algorithms are, which leads them to the design stage of programming in Key Stage 2, where they design, write and debug programs, explaining the thinking behind their algorithms.

Impact

Our approach to the curriculum results in a fun, engaging, and high-quality computing education. Assessment is used to feed into teachers' future planning, and teachers are able to revisit misconceptions and knowledge gaps in computing when teaching other curriculum areas. This supports varied paces of learning and ensures all pupils make good progress.

Much of the subject-specific knowledge developed in our computing lessons equip pupils with experiences which will benefit them in secondary school, further education and future workplaces. From research methods, use of presentation and creative tools and critical thinking, computing at Exwick Heights gives children the building blocks that enable them to pursue a wide range of interests and vocations in the next stage of their lives.