



Enjoying, Achieving, Together!



Computing Curriculum Statement

Intent

In line with the National Curriculum for Computing requirements, our aim is to provide a high-quality computing education which equips children to use computational thinking and creativity to understand and access the World Wide Web and the changes in technology. Our computing curriculum recognises that computing has deep links with mathematics, science and design and technology, and provides cross curricular links through the Cornerstones curriculum.

Implementation

In Chadsmoor Federation, computing is taught through a creative curriculum approach. This ensures that children are able to develop depth in their knowledge and skills through creative curriculum topics. Teachers use the Cornerstones scheme to inform the planning of their computing lessons. E-Safety is taught at the start of each half term using the 'National Online Safety' materials which have been updated to ensure coverage of the 'Keeping Children Safe in Education' document alongside 'Education for a Connected World'. Both school have a computing suite and children in each site also have access to a class set of iPads, ensuring that children can use computers for a range of purposes and that IT can be used across the wider curriculum, as well as in discreet computing lessons. At the core of computing is computer science, in which children are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming using Bee Bots in KS1 and Scratch in KS2.

Impact

By building on their knowledge of computer science and how digital systems work, children are equipped to use information technology to create programs, systems and a range of content. Our computing curriculum also ensures that children become digitally literate, able to express themselves and develop their ideas through information and communication technology at a level suitable for the future workplace and as active participants in a digital world.