

Children are taught skills to widen their job opportunities and prospects. These include databases, spreadsheets, game creation, animation, podcasts and presentations.

Our Computing Curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety, to ensure that our children become competent in safely using, as well as understanding technology.

Programming and coding are progressively taught in each year group across the year

Within our Curriculum at Crowmoor Primary School, online safety is present throughout. Cross-Curricular links regarding staying safe online and mental well-being are vital in developing the knowledge and skills our pupils require to remain safe.



Computing at Crowmoor. WHAT DOES IT LOOK LIKE?

Computing support children's creativity and cross curricular learning to engage children and enrich their experiences in school. Children are actively encouraged to use computing skills to support their learning across the curriculum. Links with other subjects include but not limited to – Time Table Rock Stars, Mathletics, the Y4 times table tests, access to Little Wandle books online both at school and home.

Learning is divided into set blocks in each year group, allowing children the time to fully immerse themselves in an area and revisit previous learning as they build on skills each year.

Children have access to a range of devices within school – desktops, iPads, and laptops as well as microbits and Beebots.

Children leave school with a range of computing skills as well as knowledge of how to be competent in safely using technology.

Children use subject relevant terminology to widen their vocabulary.