



Crowmoor Curriculum Intent - Computing



At Crowmoor Primary school we want pupils to be MASTERS of technology and not slaves to it. Technology is everywhere and will play a pivotal part in our students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators of technology, not just consumers, and our broad curriculum encompassing computer science, information technology and digital literacy reflects this.

We want our pupils to be fluent with a range of tools to best express their understanding and so that by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge they are faced with.

We implement our approach through high quality teaching and the delivery of appropriately pitched work for all groups of learners.

Pupils in Foundation Stage mostly access Computing through independent exploration in continuous provision, with some adult support and intervention to underpin key concepts.

For Years 1 to 6 Computing lessons are planned and delivered through the NCCE's Teach Computing Scheme of Work, in line with National Curriculum Statutory Requirements.

The computer science part of the computing curriculum will often, but not always, need a more explicit approach. That is not to say it can't be embedded across the curriculum.

A 'tinkering' session looks at introducing a new app or tool and giving children opportunity to experiment and familiarise themselves with the different elements and tools before it can be applied in a more focused approach across the curriculum. Therefore, some weeks computing can be covered by using technology to demonstrate learning in other subjects. This is the way we want computing delivered in school; embedded to allow learning to be more accessible and allow learners to be more creative in demonstrating their learning.

Online safety is frequently addressed within computing and PSHE lessons, as well as the national 'Safer Internet Day' and regular updates for parents.

The biggest measure of impact is the way our children can discuss and explain their computing knowledge. We encourage our children to enjoy and value the curriculum we deliver. Learners can discuss, reflect and appreciate the impact computing has on their learning, development and well-being. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this.

Our curriculum design allows us to progress skills through the years, starting in Reception.

Take a look at our progression document to see what we get up to.