



Computing Curriculum Intent, Implementation & Impact

Intent

At our school, we want every child to leave primary school as a confident, responsible, and creative user of technology. Our computing curriculum is designed to equip pupils with the knowledge and skills they need to thrive in an increasingly digital world. We aim to ensure that all pupils:

- Develop computational thinking and problem-solving skills.
- Understand the principles of computer science, including algorithms, programming, and data.
- Become confident users of a range of software and hardware.
- Use technology safely, respectfully, and responsibly, with a strong understanding of online safety and digital citizenship.
- Are inspired to be digital creators, not just consumers.

Implementation

We follow a structured and progressive computing curriculum from EYFS to Year 6, built around the three key strands of the National Curriculum:

- **Computer Science:** Programming, understanding how digital systems work.
- **Information Technology:** Using software to create content such as text, images, sound, and video.
- **Digital Literacy:** Using technology safely and respectfully, including online safety.

Our implementation includes:

- Weekly computing lessons, using the Teach Computing curriculum.
- Cross-curricular opportunities to apply computing skills in subjects like maths, science, geography, and art.
- Use of age-appropriate hardware and software, including iPads, laptops, micro:bits, and data loggers.
- A strong focus on online safety, embedded throughout the year and supported by specific events such as Safer Internet Day.
- Regular assessment through observation, project outcomes, and pupil reflection.

Impact

Through our computing curriculum, children become:

- Competent digital citizens, aware of how to stay safe and behave responsibly online.
- Confident digital creators, able to design, code, and evaluate programs.
- Critical thinkers, who understand how technology works and how to use it purposefully.

We measure impact through:

- Monitoring of lesson delivery and planning.
- Pupil voice to assess confidence and engagement.
- Assessment of digital outcomes (e.g., code, presentations, animations).
- Evidence of progress in computing journals, portfolios, or digital files.

By the time they leave us, our pupils are digitally literate, able to navigate the online world safely, and ready for the next stage of their digital education.