



Computing Policy 2022/24

Aim:

All learners receive a “high-quality computing education that equips pupils to use computational thinking and creativity.”- **National Curriculum**. At Herrick Primary, the computing curriculum will prepare all pupils for the challenge of an ever-changing and developing technological world where they will acquire the knowledge and skills needed in order to be successful citizens in a modern society whilst being respectful and keeping themselves (and others) safe.

Intent	What knowledge and understanding do we expect: Overview
	<ul style="list-style-type: none"> • Develop pupils’ enjoyment and interest in computing • Build on pupils’ curiosity for technology and it’s uses • Pupils are encouraged to be problem solvers • Children know more, remember more and understand more, leaving school computer literate <p>Designed around the national curriculum:</p> <ul style="list-style-type: none"> • Pupils understand and apply concepts of computer science • Pupils can evaluate and apply information technology • Pupils become responsible users and creators, both in and outside of school • All children have the opportunity to explore key issues in regards to keeping themselves safe online
Implementation	Curriculum delivery- teaching assessment and feedback: Sequence of Learning (SOL)
	<p>Taught via the Teach Computing (National Centre for Computing Education) scheme of work:</p> <ul style="list-style-type: none"> • Based on a spiral-curriculum that is sequenced so that it builds on the learning from the previous lesson and year-group • Each academic year is split into: computing systems and networks; creating media; data and information and programming, which carefully plans for progression and depth. • Diversity and inclusion is an integral part of planning • Teachers to create cross-curricular links using computing concepts and skills • Pupils to have access to the hardware (laptops, iPads, programmable equipment) and software that they need to develop their knowledge and skills • Online safety is covered through both the computing curriculum and PHSE curriculum
Impact	Pupil achievement using progression and milestones
	<ul style="list-style-type: none"> • To develop children’s natural curiosity • Children are confident users of technology • Pupils achieve age related expectations in computing • Pupils are expected to know, apply and understand computing skills and concepts • Children are able to apply the British Values when using digital systems • Pupils will use topic-specific vocabulary to articulate their understanding of taught concepts • High aspirations, which will see them through to further study, work and a successful adult life