

Willoughby Primary
School

'Learning for Life'



Computing Curriculum Statement

INTENT

Rationale:

At Willoughby Primary School, our Computing curriculum is designed to be accessible to all so that every child knows more, remembers more and understands more. At Willoughby, we believe that all pupils should leave our school having been exposed to a range of technologies able to use these safely and efficiently. Computing, and in particular Coding, is becoming an integral part of today's society and producing an increasing amount of employment. A sound knowledge in Computing will allow pupils to develop soft skills across the curriculum such as problem solving and perseverance..

Ambition:

Our intent is to:

- Build a Computing curriculum that is progressive and builds on previous learning
- Ensure children can use a range of technology safely and efficiently both in and out of school
- Expose children to software which develops their coding ability
- Teach Computing in a thematic and stimulating way that links with other areas of the curriculum
- Allow all children to explore technology to foster their enthusiasm regardless of their ability
- Give children the opportunity to produce and present information in a variety of ways.

Concepts:

Linking to the National Curriculum objectives children will be taught the following concepts along with the subject specific vocabulary that informs them:

- The writing of instructions to achieve a specific objective (algorithm)
- The adjusting or changing of algorithms to ensure the most efficient solving of a problem (debugging)
- Ensuring problems are attempted in a systematic way (logical thinking).
- All of these concepts are explored in Computing lessons and in cross-curricular lessons across topics.

IMPLEMENTATION

In order to implement our intent, we have:

- Opportunities for whole school and class enrichment
- A scheme of work that focuses on specific and relevant vocabulary
- Ensured that staff are equipped with the necessary professional development to deliver our curriculum
- Planned opportunities for home learning tasks to consolidate and extend knowledge and skills
- A clear and comprehensive scheme of work that implements the National Curriculum throughout the primary phase
- A scheme that progresses in all three strands of the Computing curriculum – Digital Literacy, Information
- Communication Technology (ICT) & Computing
- Resources which aid and supplement the scheme of work (such as laptops, iPads and software)
- Planned opportunities to use technology within other subject areas, for example when researching topics
- Extra-curricular opportunities to practise and develop skills and understanding
- Lessons on how to use technology safely, create presentations, word process documents, code
- A link governor who liaises with the subject leader in order to monitor and improve standards
- A curriculum that meets the needs of all pupils (including SEND).

IMPACT

Through implementing the above

- All children will achieve age related expectations
- Children will retain key knowledge
- Children will be able to demonstrate key skills within the coding and Computing curriculum
- Children will be able to use age-appropriate software
- Children will understand and apply subject specific vocabulary