Ashwell Primary School Computing Curriculum Intent - Implementation - Impact		
INTENT: Why do we teach what we teach?	IMPLEMENTATION: How do we teach it?	IMPACT: What has been the impact and how do we know?
<ul> <li>Our Computing curriculum intends to:</li> <li>Encourage engagement, interest, excitement and curiosity for the subject of Computing.</li> <li>Provided a content rich, varied and engaging Computing Curriculum.</li> <li>Develop key skills, like logical thinking, strategy and communication through a varied range of programming activities including the opportunity to control and debug both physical and virtual systems, enabling them to gather a better understanding of how technology works in a modern day society.</li> <li>Inspire pupils to develop a love of the digital world and see its place in their future.</li> <li>Build on prior knowledge at the same time as introducing new skills and challenges.</li> <li>Prepare pupils to not only be digitally competent and have a range of transferable skills at a suitable level for future workplace, but also to be responsible online citizens.</li> </ul>	<ul> <li>Our curriculum for Computing is implemented by:</li> <li>Following the statutory National Curriculum that underpins both our planning and the delivery of lessons in four key areas. Computer science, Information technology, digital literacy and online safety.</li> <li>Delivering carefully sequenced units of work that builds on prior knowledge and skills.</li> <li>Providing pupils with exciting and memorable experiences that engages pupils and enthuses learning.</li> <li>Providing opportunity for children to use a range of technological platforms such as; laptops, Chromebooks and IPads.</li> <li>Using an award-winning online learning platform, 'Purple mash' to support our Teaching and Learning of Computing. Purple Mash provides a safe online environment where children can access a range of cross-curricular resources to support their learning.</li> </ul>	<ul> <li>The impact of Computing lessons at Ashwell School is seen through children who:</li> <li>Are critical thinkers and able to understand how to make informed and appropriate digita choices.</li> <li>Understand the importance that computing will have going forward in both their educational and working life and in their social and personal futures.</li> <li>Understand how to balance time spent on technology and time spent away from it in a health and appropriate manner.</li> <li>Show a clear progression of technical skills across all areas of the curriculum.</li> <li>Are aware of online safety issues and protocols and be able to deal with any problems in a responsible and appropriate manner.</li> <li>Leave Ashwell School equipped with a range of skills to enable them to succeed in their secondary education and be active participants in the ever-increasing digital</li> </ul>