

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?
<p>Our Computing curriculum intends to:</p> <ul style="list-style-type: none"> ✓ Instil a sense of enjoyment around using technology and to develop pupil's appreciation of its capabilities and the opportunities technology offer to create, manage, organise, and collaborate. ✓ Develop pupils' confidence when encountering new technology which is a vital skill in the ever evolving and changing landscape of technology. ✓ 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. ✓ Inspire pupils to develop a love of the digital world and see its place in their future. ✓ Build on prior knowledge at the same time as introducing new skills and challenges. ✓ 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. 	<p>Our curriculum for Computing is implemented by:</p> <ul style="list-style-type: none"> ✓ Following the KAPOW scheme of work that comprehensively covers 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. ✓ Delivering carefully sequenced units of work that builds on prior knowledge and skills covering Computer systems and networks, Programming, Creating Media and Data Handling. ✓ Providing pupils with the opportunity to complete 'Skills Showcase' units to learn and apply transferable skills. ✓ Delivering units that have been created to link to other subject to enable genuine cross-curricular learning links. ✓ Providing pupils with exciting and memorable experiences that engages pupils and enthuses learning. ✓ Providing opportunity for children to use a range of technological platforms such as; laptops, Chromebooks and iPads. 	<p>The impact of Computing lessons at Ashwell School is seen through children who:</p> <ul style="list-style-type: none"> ✓ Are critical thinkers and able to understand how to make informed and appropriate digital choices. ✓ Understand the importance that computing will have going forward in both their educational and working life and in their social and personal futures. ✓ Understand how to balance time spent on technology and time spent away from it in a health and appropriate manner. ✓ Understands that technology helps to showcase their ideas and creativity, knowing how different types of software and hardware can help them achieve a broad variety of artistic and practical aims. ✓ Show a clear progression of technical skills across all areas of the curriculum. ✓ Are aware of online safety issues and protocols and be able to deal with any problems in a responsible and appropriate manner. ✓ Leave Ashwell School with a range of skills to enable them to succeed in their secondary education, being active participants in the ever-increasing digital world.