

## Computing at Our School

The school's intent for Computing is to provide a wealth of learning opportunities and transferable skills, both within Computing lessons and across the wider curriculum. We aim to teach pupils to be responsible, competent, confident, and creative users of information and communication technology.

Our curriculum covers four key areas:

- **Creating Media**
- **Data and Information (Data Handling)**
- **Computing Systems and Networks**
- **Computer Science (Programming)**

We have adopted a spiral curriculum approach, ensuring that each strand is revisited annually so that knowledge and skills are embedded and built upon progressively. Following a review of our previous computing provision, we have redesigned the curriculum to ensure clear progression and secure foundations. As part of this transition, computing teaching begins at the start of each key stage, with all pupils in Key Stage 1 following the Year 1 curriculum and all pupils in Key Stage 2 following the Year 3 curriculum, regardless of their chronological year group. This ensures that all pupils develop the essential foundational knowledge and skills required for future learning. As the curriculum becomes embedded, this approach will progress year on year so that pupils move through the full programme of study over time. Curriculum units are organised alongside other subjects to provide purposeful cross-curricular links.

Not only do we want children to be digitally literate and competent end-users of technology, but we also want them to develop creativity, resilience, problem-solving, and critical-thinking skills. Programming is therefore revisited twice each year, giving pupils regular opportunities to apply algorithms, practise computational thinking, and build confidence as their understanding deepens.