



## **Conifers Primary School**

### **Computing - Curriculum Intent, Implementation and Impact Statement**

#### **Intent**

At Conifers Primary School, we intend that children should master Computing to such an extent that they can go on to have careers within Computing and make use of Computing effectively in their everyday lives, without being completely reliant on technology. Our children will be taught to use technology responsibly and carefully, being mindful of how their behaviour, words and actions can affect others. Our children will be taught Computing in a way that ensures progression of skills, and follows a sequence to build on previous learning. Our children will gain experience and skills of a wide range of technology in a way that will enhance their learning opportunities, enabling them to use technology across a range of subjects to be creative and solve problems, ensuring they make progress.

#### **The National Curriculum for Computing aims to ensure that all pupils:**

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology

#### **Implementation**

We follow a broad and balanced Computing curriculum that builds on previous learning and provides both support and challenge for learners.

All classes will have access to the ICT Suite as well as other technology resources within the school to learn both Computing skills. Opportunities will be given for children to develop their Computing skills within other subjects.

Children have a Computing Workbook which will follow them through the school so evidence of learning can be seen and children are given opportunities to reflect on their Computing learning. We want to ensure that Computing is embedded in our whole school curriculum and that opportunities for enhancing learning by using technology are always taken.

## EYFS

Through continuous provision, the children in the Foundation Stage will have an opportunity to explore different technology.

## Key stage 1

Pupils should be taught to:

- understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

## Key stage 2

Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

## Impact

Our children enjoy and value Computing and know why they are doing things, not just how. Children will understand and appreciate the value of Computing in the context of their personal wellbeing and the technological, creative and cultural industries and their many career

opportunities. Progress in Computing is demonstrated through regularly reviewing children's work. Namely through:

- Looking at pupils' work, especially over time as they gain skills and knowledge
- Observing how they perform in lessons
- Talking to them about what they know.

The Computing curriculum will contribute to children's personal development in creativity, independence, judgement and self-reflection. This would be seen in them being able to talk confidently about their work, and sharing their work with others. Progress will be shown through outcomes and through the important record of the process leading to them