



**Waterhouses CE
Primary Academy**

“Let your light shine.”

Waterhouses CE Primary English Curriculum Statement – Computing

Intent

Computing at Waterhouses intends to develop ‘thinkers of the future’ through a modern, ambitious and relevant education in computing. We want to equip pupils to use computational thinking and creativity that will enable them to become active participants in the digital world. It is important to us that the children understand how to use the ever-changing technology to express themselves, as tools for learning and as a means to drive their generation forward into the future.

Whilst ensuring they understand the advantages and disadvantages associated with online experiences, we want children to develop as respectful, responsible and confident users of technology, aware of measures that can be taken to keep themselves and others safe online.

Our aim is to provide a computing curriculum that is designed to balance acquiring a broad and deep knowledge alongside opportunities to apply skills in various digital contexts. Beyond teaching computing discreetly, we will give pupils the opportunity to apply and develop what they have learnt across wider learning in the curriculum.

Implementation

Our scheme of work for Computing is adapted from Entrust and uses resources from the ‘Teach Computing’ Curriculum and covers all aspects of the National Curriculum. <https://teachcomputing.org/>

This scheme was chosen as it has been created by subject experts and based on the latest pedagogical research. It provides an innovative progression framework where computing content (concepts, knowledge, skills and objectives) has been organised into interconnected networks called learning graphs.

The curriculum aims to equip young people with the knowledge, skills and understanding they need to thrive in the digital world of today and the future. The curriculum can be broken down into 3 strands: computer science, information technology and digital literacy, with the aims of the curriculum reflecting this distinction.

Impact

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

E-Safety and Digital Citizenship

A key part of implementing our computing curriculum was to ensure that safety of our pupils is paramount. We take online safety very seriously and we aim to give children the necessary skills to keep themselves safe online. Children have a right to enjoy childhood online, to access safe online spaces and to benefit from all the opportunities that a connected world can bring them, appropriate to their age and stage.