The Computing Curriculum

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world.' – National Curriculum 2014'

Our Computing curriculum is taught weekly in discrete lessons, and to support the wider curriculum, so that pupils:

- can achieve depth in their learning.
- are consistently taught about e-safety and how to remain safe whilst online.
- key computing knowledge, skills and vocabulary are carefully mapped across all year groups to ensure progression between year groups.
- Understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation;
- Analyse problems in computational terms, and have repeated practical experience of writing computing programs in order to solve such problems;
- Evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems; Become responsible, competent, confident and creative users of information and communication technology;
- Explore different beliefs, experiences, faiths, feelings and values towards different areas of computing;
- Enjoy learning about the work of others around them and the surrounding world; Use imagination and creativity when working and will been encouraged to reflect on their experiences;
- Learn to appreciate cultural influences in computing and use this learning to inform their own work;
- Understand, accept, respect and celebrate diversity in computing.