

Computing

Enjoy, Believe, Achieve



Intent

The Ferncumbe C of E Primary School understand that technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists.

Implementation

Our scheme of work for Computing is adapted from the 'Teach Computing' Curriculum and covers all aspects of the National Curriculum. 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) is taught through carefully sequenced blocks of lessons.

Through their Computing education pupils will:

- develop the skills to become creators, not consumers, of technology
- understand that there is always a choice with using technology, and how to make safe choices themselvesincluding how to find help when using technology
- experience computing across the whole curriculum to make learning creative and accessible
- become fluent with a range of tools to best express their understanding
- develop computer science, information technology and digital literacy skills

Children build online resilience through the use of the 'Project Evolve - Education for a Connected World' framework. The framework aims to support and broaden the provision of online safety education, so that it is empowering, builds resilience and effects positive culture change in our modern society.