© Curriculum Statement

Computing

Intent

At Bradfield C.E. Primary School, we aim to equip children with the skills to keep up in our increasingly technological world. Our curriculum aims to embed digital literacy skills using a variety of programs and devices, as well as encouraging computational thinking and problem-solving. Children will learn how to use computers for a variety of purposes, including presenting information, programming, animating, and creating artwork, to a standard that prepares them for the digital demands of their future, and supports them to become confident members of a digital-based society.

Implementation

Computing lessons are weekly throughout the year, using the primary curriculum resources from Teach Computing, who cover the national curriculum aims in a series of strands covered in each year group: Creating Media, Programming, Data and Information, and Computing Systems and Networks. The order of learning for some units of work have been adapted to allow for cross-curricular opportunities with other topics.

Children learn computing skills using a variety of tools and systems such as Microsoft Office and Scratch. Learning is very practical and key ideas are often taught and clarified without technology, so skills can be applied and consolidated through the use of netbooks and iPads. Each unit is assessed in a different way, depending on the outcomes of each term. This may include evaluation of their own work or a quiz of their learning.

E-safety is an important part of learning for life and is covered in Computing and in RHE. Each year there is a whole school focus on staying safe and polite online through the focus of an NSPCC assembly and the celebration of Internet Safety Day.

Impact

Computing is one of the most popular subjects at Bradfield, over 50% of children saying it is one of their favourites. No-one dislikes it. Children say that they enjoy making games and that they like the challenge of creating games and making presentations for other subjects.

Next steps are

- to clarify the collection of evidence to enable high quality assessment to take place.
- to ensure children recognise the skills they are learning in Computing and transfer these to other subjects.