Computing Curriculum Statement

Intent

The Computing curriculum has been designed to cover all of the skills, knowledge and understanding as set out in the National Curriculum and Early Years Foundation Stage (EYFS) Statutory Framework. We aim to prepare children for their future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever changing digital world. We aim to ensure that children become competent in safely using, as well as understanding, technology. Our intention is that Computing also supports children's creativity and cross curricular learning to engage children and enrich their experiences in school. Children will be given the opportunity to reflect upon and evaluate computing within and beyond our community. Children are encouraged to be independent and resilient learners by asking and answering their own questions about computing, challenging themselves and taking risks.

Implementation

A clear and comprehensive scheme of work in line with the National Curriculum and EYFS Statutory Framework will be detailed in the Long Term Plan for each year group. Whilst the National Curriculum and the EYFS Statutory Framework forms the foundation of our curriculum, we make sure that children learn additional skills, knowledge, develop further understanding, acquire additional vocabulary and experience enhancements to the curriculum as and when appropriate. The Computing progression grid provides clear skills, knowledge and vocabulary progression. This ensures that skills, knowledge and vocabulary are built on year by year and sequenced appropriately to maximise learning for all children. Online safety is a priority in the computing curriculum so is revisited termly in each year group and is also communicated with all staff and parents. At Creswell C of E Infant and Nursery school, we give children access to a wide range of good quality resources and provide cross curricular opportunities for children to apply their Computing knowledge and skills. Prior learning will be reviewed after a period of time to ensure that children are able to recall and build on this and progress onto the next stage of learning in Computing. Children will be given the opportunity to work independently solving problems and developing their learning independently and work collaboratively working as part of a team learning to support and help one another towards a challenging, yet rewarding goal.

Impact

At Creswell C of E Infant and Nursery school, the impact of our Computing curriculum is shown in several ways. Pupil voice shows that children are confident and able to talk about what they have learnt using computing specific vocabulary. Pupil voice also demonstrates that children enjoy and are able to recall their learning over time. Children's work in computing demonstrates that the curriculum is taught at an age appropriate standard across each year group with opportunities planned in for pupils working at greater depth. Support will be in place for those children working below the age-related level. Computing work is of good quality and demonstrates that pupils are acquiring knowledge, skills and vocabulary in an appropriate sequence so that they know more and remember more. Examples of high quality computing projects will form part of displays in class and in shared display space in school. The implementation of our curriculum ensures that when children leave Creswell C of E Infant and Nursery school, they are competent and safe users of ICT with an understanding of how technology works.