



**INTENT**

**Rationale:**

At Buglawton, we believe that all pupils should leave our school having been exposed to a range of technologies and can use these safely and efficiently. With Computing, and in particular Coding, becoming an integral part of today’s society and producing an increasing amount of employment, Computing is an essential part of the primary curriculum and something which will allow pupils to develop soft skills across the curriculum such as problem solving and perseverance. These skills also form part of the Buglawton ‘Bees to Success’ which develop our pupils holistically.

**Ambition:**

Our intent is to:

- Build a Computing curriculum that is progressive and builds on previous learning.
- Ensure children can use a range of technology safely and efficiently both in and out of school.
- Expose children to a range of software which develops their coding ability.
- Teach Computing in a thematic and stimulating way that links with other areas of the curriculum.
- Allow all children to explore technology to foster their enthusiasm whatever their ability.
- Give children the opportunity to produce and present information in a variety of ways.

**Concepts:**

Linking to the National Curriculum objectives children will be taught the following concepts along with the subject specific vocabulary that informs them:

- The writing of instructions to achieve a specific objective (algorithm).
- The adjusting or changing of algorithms to ensure the most efficient solving of a problem (debugging).
- Ensuring problems are attempted in a systematic way (logical thinking). All of these concepts are explored in Computing lessons and in cross-curricular lessons across topics.

**IMPLEMENTATION**

- A clear and comprehensive scheme of work that implements the National Curriculum throughout the primary phase.
- The scheme progresses in all three strands of the Computing curriculum – Digital Literacy, Information Communication Technology (ICT) & Computing.

- Resources are acquired which aid and supplement the scheme of work such as laptops, iPads and software.
- Planned opportunities to use technology within other subject areas, particularly when researching their topics.
- Key enrichment opportunities are planned throughout the school year including whole school events which promote the subject.
- Extra curricular opportunities to participate in Computing through a Code Club.
- Children will be taught how to use technology safely, create presentations, word process documents, code using a variety of applications as well as writing, debugging and evaluating algorithms.

### **IMPACT**

- There is an aspiration that all children achieve age related expectations for Computing at the end of each academic year.
- Children will retain key knowledge within Computing.
- Children are able to carry out key skills within the coding and Computing curriculum.
- Children will work and complete a project within a key strand of the Computing curriculum.
- Screenshots and a digital portfolio will evidence the key skills and knowledge of each year's curriculum.
- Children will be able to use software appropriate to their age and their position within the scheme of learning.
- Children know and can define subject specific vocabulary.