

## Curriculum Intent Statement for Computing

### Our School Vision

*“We aim to inspire the members of our community to follow God’s light and as a result: form caring relationships, have high aspirations, embrace all opportunities, appreciate diversity, give generously and show environmental responsibility.*

*In achieving our mission, we can all make a positive contribution to our global society.”*

*“I am the light of the world. If you follow me, you won’t have to walk in the darkness, because you will have the light that leads to life.” John 8:12*

### Curriculum Intent

At Seend C of E Primary School, our curriculum pledge is;

- We promise that we will have the highest expectations for all
- We promise we will uphold our school Christian values
- We promise we will all be inspired, excited, engaged and curious learners
- We promise to nurture lifelong learning.

### Computing Intent

Through high quality teaching, we are continually developing:

- A wide range of knowledge, skills, understanding and constructive attitudes towards technology
- The underlying processes and metacognition needed for students to have a deep understanding of computer systems
  - Recognition that students have the right to become more than competent operators of technology – that they are able to adapt, understand and make discerning use of the technology around them.
  - Integration of the latest DFE guidance on Online Safety therefore making sure that the ethics of computer use are addressed. This is vital for building positive social capital in any society.
  - A thorough knowledge and understanding of online safety, which is taught periodically, building layers of resilience against inappropriate conduct, content and contact.
  - A curriculum that is designed to reduce workload for staff by providing access to resources, technology that works across different devices, so that they can concentrate on teaching and monitoring the children’s learning.
  - A curriculum that supports the school’s wider ambitions towards reading – key questions, success criteria, and information about online safety allow children to use their reading skills. Debugging code develops skills in scanning techniques, and reinforces the need for accurate syntax.

### Computing Implementation

Within the classroom setting our curriculum demonstrates:

- Clear and progressive coverage in each year group for Computer Science, Information Technology and Digital Literacy.
- Objectives within each strand, which are progressive, and share a common language so that there is progression in computer science skills
- Objectives that allow usage in either a discrete (e.g. programming) or cross-curricular (e.g. multimedia) way.
- Cross curricular links between the online safety expectations from the Project Evolve scheme and the PSHE objectives covered within our Jigsaw units
- Teachers have an appropriate level of knowledge for the subject, which is supported through the access of lesson planning, resources and planning within a scheme of work. Where staff need support, there is access to planning, teaching and coaching support from The White Horse Federation School Improvement team
- Sequenced lessons that are generally taught weekly but could be taught in a block depending on the topic or needs of the class.

### **Computing Impact**

The implementation of our curriculum and quality teaching and learning, ensures that when children leave Seend School, they are competent and safe users of technology with an understanding of how the digital world works. They will have developed skills to express themselves and be creative in using technology and be equipped to apply their skills in Computing to different challenges going forward. They will be safe digital citizens with a broad range of knowledge of the online world which they can apply to different situations as technology develops.