



Curriculum Intent for Computing:

Intent

At Sheerhatch Primary School, our intent for the Computing curriculum is to provide all pupils with the skills, knowledge, and understanding necessary to thrive in a technology-driven society. We aim to foster a passion for Computing that encourages creativity, problem-solving, and critical thinking through engaging and relevant learning experiences.

Our curriculum is designed to ensure that pupils:

- **Develop Digital Literacy:** Understand how to use technology safely, responsibly, and ethically while being equipped to navigate the digital world with confidence.
- **Cultivate Computational Thinking:** Learn the principles of computer science, including algorithms, coding, and data representation, to solve problems methodically.
- **Encourage Creativity:** Use various software and hardware tools to express themselves creatively, whether through coding, digital art, or design projects.
- **Prepare for Future Learning:** Build a strong foundation that prepares them for the challenges of secondary education and a rapidly changing job landscape.

Through our curriculum, we aim to close the digital divide and ensure that all pupils, regardless of background or ability, have equitable access to quality computing education.

Implementation

The implementation of our Computing curriculum is based on a well-structured, progressive programme that is both inclusive and aspirational. Key components include:

1. Curriculum Structure:

- Our Computing curriculum spans from Year 1 to Year 6, with age-appropriate expectations in coding, digital literacy, and online safety.
- Each unit of work is carefully planned to build upon prior knowledge, ensuring continuity and depth of understanding. We follow the National Curriculum guidelines while integrating cross-curricular links to enhance learning relevance.

2. Pedagogy:

- Our teachers employ an array of teaching strategies encompassing direct instruction, collaborative group work, and hands-on learning experiences. This caters to diverse learning styles and promotes active engagement.
- We incorporate real-world applications of computing, such as coding projects that address community issues or integrate with subjects like maths, science, and art.

3. Resources and Equipment:

- Our school is equipped with up-to-date technology, including tablets, laptops, and robotics kits. This ensures that pupils have access to a variety of tools to support their learning.
- We utilise reputable software programmes that enhance coding skills while also fostering creativity, such as Scratch, Minecraft Education, and various graphic design tools.

4. Skilled Workforce:

- Teachers receive continuous professional development in Computing pedagogy, curriculum updates, and emerging technologies. This equips them with the confidence and expertise to deliver high-quality lessons.
- We invite industry professionals to speak and conduct workshops, providing pupils with insights into the practical applications of Computing in various careers.

5. Online Safety:

- A prominent aspect of our curriculum is dedicated to online safety. We educate pupils on digital citizenship, safe browsing practices, and how to protect their personal information online.
- We routinely assess and monitor pupils' understanding of online safety through interactive sessions and practical activities.

6. Parental Engagement:

- We actively involve parents in our Computing education by hosting workshops and providing resources that enable them to support their children's learning at home.