



Computing - Knowledge is 'food for thought'

This computing curriculum has been co-designed by primary senior leaders and subject leaders from primary and middle schools within the Trust.

Our Primary Computing Curriculum purpose and aims:

Pupils need a high-quality computing education that will equip them to use computational thinking and creativity to understand and change the world. Computing is concerned with how computers and computer systems work, and how they are designed and programmed. Pupils studying computing will gain an understanding of computational systems of all kinds, whether or not they include computers. Computational thinking provides insights into many areas of the curriculum, and influences work at the cutting edge of a wide range of disciplines.

Computational thinking is important because it allows us to solve problems, design systems, and understand the power and limits of human and machine intelligence. It is a skill that empowers, and one that all pupils should be aware of and develop competence in. Pupils who can think computationally are better able to conceptualise, understand and use computer-based technology, and so are better prepared for today's world and the future. We want our pupils to be responsible, competent, confident, and creative users of information and communication technology.

Computing is a practical subject, in which invention and resourcefulness are encouraged. The ideas of computing are applied to understanding real-world systems and creating purposeful products. This combination of principles, practice and invention makes computing an extraordinarily useful and intensely creative subject. It has deep links across the curriculum and particularly with maths, science, and design technology. Teachers must make these links and connections explicit between subjects to enhance understanding.

Our curriculum has been planned around key concepts and skills which repeat and develop throughout the years, enabling pupils to build on their prior knowledge and skills. Skills will be developed for use in everyday life through enhanced learning in all other areas and as a foundation for studying computing in later years of education and beyond. It ensures the promotion of safety and responsibility and creative use of technology and enquiring users who adapt and create content (rather than merely using) considering purpose, usability and audience.

Key vocabulary will be introduced throughout and revisited at each phase. A glossary of terms is included for reference.

Key enquiry questions are included in the curriculum to support teachers in their planning. Progress and attainment will be measured against the endpoints.

Through implementing this curriculum, our pupils become responsible, competent, confident and creative users of information and communication technology.