SUBJECT ON A PAGE

Computing

At Shrivenham CE Primary School, we believe that technology is an essential part of modern life. Our computing curriculum equips children with the knowledge, skills and confidence to become responsible, creative and competent users of technology. Through engaging and practical experiences, pupils learn to understand how digital systems work, create digital content, solve problems through programming and make informed choices when using technology safely and responsibly. We aim to inspire curiosity, creativity and resilience whilst preparing children for an increasingly digital world.

Our Intent: We aim to…

- Instill in children and parents a positive attitude and passion for computing.
- Enable learners to keep themselves safe in an online environment and become responsible digital citizens.
- Equip learners with the knowledge and understanding of technology in society.
- Enable learners to use computational thinking across the curriculum and beyond.
- Create curious learners who question ad explore the technological world around them.

Our Implementation: How will we deliver our intent?

Online Safety

- Children develop an understanding of how to protect their personal information.
- Online safety is taught throughout the curriculum and revisited regularly
- Pupils learn how to search safely, identify reliable information and understand the impact of their actions.
- Children are taught how to communicate respectfully using technology and know what to do if something makes them worried or uncomfortable.
- We encourage our pupils to become responsible, confident and positive citizens.

Digital Literacy

- Children are taught to use a wide range of technology purposefully and effectively.
- They learn how digital technologies can be used to communicate, collaborate and share information safely.
- Learning includes creating and editing digital content such as photographs, animations, podcasts, videos, webpages and presentations.
- Pupils develop the skills needed to evaluate online information critically and understand the importance of copyright and ownership.

Computer Science

- Computing knowledge and skills are developed through progressive programming opportunities from EYFS to Year 6.
- Children learn how computers, networks and the internet work and develop an understanding of digital systems.
- Programming concepts such as algorithms, sequencing, repetition, selection and variables are taught and revisited throughout the curriculum using a variety of tools including Beebots, Scratch and Micro:bits.
- Children develop resilience, logical thinking and problem-solving skills through practical computing experiences.

Our computing curriculum

- EYFS and Key Stage 1 focus on developing confidence with technology, digital creativity, simple data handling and early programming.
- Lower Key Stage 2 introduces networks, databases, desktop publishing, audio production and Scratch programming.
- Upper Key Stage 2 develops children's understanding of search engines, databases, spreadsheets, website creation, video production and physical computing.
- Online Safety is embedded throughout all year groups and linked to children's real-life experiences.

Our Impact – How will we know we achieved our aims?

- Children will ask questions about how technology works and explore solutions using digital tools
- Children independently select and use appropriate software and devices to complete a task
- Children produce a range of digital content including images, animation, audio, video and databases.
- Children apply programming skills to create, test and improve their own digital projects.
- Children use technology safety and responsibly, demonstrating good judgement when searching, sharing and communicating.